

The Gates of Hell

Grimoire of Cosmic Entities Volume One

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Chapter Seven: The Dukes of Hell

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The following is an excerpt from the Diary of Drenicus the Wise when he peered through a Mirror of the Realities during the Age of Greatness.

My "courier's" anxiety was obvious. The intensity of the creature's emotions was considerable, although simultaneously difficult to identify. Not quite fear, but certainly not happiness. It marched in step with scores of other similarly ranked pit fiends through the city-sized halls and courtyards. Great standards, nine different kinds in all, moved in step with the pit fiends, whipping and lashing angrily in the wake of devils. As soon as I saw their destination, a foreboding darkness filled me. I was to enter The Grand Chamber of the Serpent's Throne where I would likely be the only mortal to bear witness to the infamous Procession of Perdition!

The power of my spell was all that allowed me to comprehend what I saw without going mad. We were entering a black dome that I knew was the size of a large continent. The Grand Chamber of the Serpents Throne was both intimate and colossal. The chamber within the dome had great pillars along the walls. Decor simultaneously sinister and seductive marked the walls, but the edifice was otherwise austere. The floor and walls were made from strange metals that reminded me of black marble. The marble seemed lined with glowing, living blood. At times, small waves of flame dance from the metal. Even through my "courier," I noticed the immense heat that coursed through the edifice; had I been there in person and without the proper protection, I would have wilted away to steam within seconds of entering.

The interior perimeter wall of the dome was dominated by huge triangular windows that peered into a darkness so profound it was like staring into nothingness. Yet, at times, it seemed as if something tremendous shifted within that gloom, something ancient and patient beyond all reckoning. On the far left end of the dome were gathered nine distinct groups of beings. Some were monstrous in appearance while others were almost angelic. Nobility etched each face, arrogance marked each pose. These 81 creatures were used to power; they were each capable of effortlessly commanding each pit fiend in this chamber. Only the evil each exuded outweighed their pride. To the last, each Duke of Hell faced the right side of the dome.

I could just spy eight large alcoves huddled between the pillars on the right end of the dome, four on either side of the chamber. What lay on the other side of the chamber was just beyond my vision. . .

In typical fashion, mortals across the Cosmos have paid a great deal of attention to the histories and machinations of the Lords of the Nine. There are numerous treatises on these infernal despots, from ancient texts like *Hellbound: The Blood War* and *Faces of Evil: The Fiends*, to more recent studies like *The Book of Fiends* and *The Book of the Righteous*. To varying degrees of accuracy, these texts provide intriguing information on the nature of the Lords of the Nine. However, not even the infamous *Book of Vile Darkness* provides much on the beings most likely to cause woe to countless mortals drawn into the intrigues of Hell: the Dukes of Hell. However, the Dukes of Hell are more than pleased with this situation since it allows them great maneuverability and opportunities across the Cosmos.

There are believed to be 81 Dukes of Hell, although some texts suggest either 90 or even 99 Dukes. It is known that there are the same numbers of Dukes for each Perdition in Hell and, considering the obsessive emphasis on numbers by Hell, it is most likely that nine Dukes for each Perdition is the most probable. Generally speaking, all Dukes maintain equivalent levels of power, although it is known that the Dukes of Maladomini, Cania, and Nessus tend to wield more political sway and physical might than the Dukes of the upper and middle Hells. The vast majority of Dukes were raised from pit fiend stock untold millennia ago. A number of former members of the Dark Ministry are believed to have become Dukes of Hell after their service in the *Blood War*. There are a fair number (perhaps 10%) who are counted among The Fallen and, in recent eons, more and more half-fiends have joined this highly selective group.

Within the various Infernal Courts, competition among the Dukes is fierce, although it is often subtle. The nature of Hell demands that formality and structure dictate every action in the Infernal Courts, so the Dukes tend to fight with words and through the actions (or inactions) of their own lackeys. Like the Lords, turn-over within the ducal ranks is relatively low and happens with surprising infrequency from the mortal perspective. Indeed, it has been well over 9,000 years since a single Duke of Hell was assassinated and replaced by another. A Duke of Hell is far more likely to be promoted to arch-devil status (and immediately exiled) than to be killed while serving a Lord of the Nine.

In a sense, the Dukes of a particular court create a sub-pantheon within Hell. The Dukes serve specific roles within the various Infernal Courts and these roles rarely change but with the explicit will of a Lord of the Nine. For example, the Dukes of Avernus all reflect different aspects of the tyrannical nature of war and conflict; thus, while Abigor reflects the perfect field general, Malphas represents the inventor of destructive technology. Like the Lords, Dukes tend to forge alliances within the various Infernal Courts to reflect vying aspects of a certain Ideal; however, Dukes are often just as likely to work with each other across layers and often to great success. Still, if a Duke had to choose between a hated Duke within his own Perdition and an ally from another Perdition, it is safe to assume that the Duke would support his peer.

While serving the wills of the various Lords, most Dukes maintain their own demesnes within Hell with their own courts. It is not unusual for these to be domi-

nated by pit fiends, gelugons, and cornugons as well half-mortal offspring and tyrannical monsters like aboleths, blue or green dragons, and illithids. These courts are most likely to answer summons on a Duke's behalf or else carry out his interests with weak mortals. It is within these courts that great conflict occurs, much to a Duke's amusement. However, all Dukes are certain to ensure that upheavals do nothing to challenge their positions.

The following treatise details 18 of the better-known Dukes of Hell. These beings, while not even truly quasi-deities, are extremely powerful and very dangerous. Many have served as Dukes longer than most gods have existed in the Cosmos, making them receptacles of great knowledge. Their relative status among arch-devils and the Lords of the Nine should not be taken to suggest weakness. A single Duke of Hell could, if given the authority from a Lord, effortlessly take over entire kingdoms. It would take next to no effort for a single Duke to rub even the greatest would-be heroes out of existence.

Creating a Duke of Hell

"Duke of Hell" is a template that can be added to any cornugon, gelugon, or pit fiend devil with at least 20 HD. On rare occasions (DM discretion), the Lords of the Nine, Hell's god-like rulers, also grant this boon to very powerful mortals of at least 31st level (ascended mortals will use the totality of their character class in place of HD where HD is used as a basis upon which to determine DCs unless otherwise noted). On extremely rare occasions, fallen angels are granted this template. In all cases, a Duke of Hell has at least 10 levels in at least one class suited to his desires and duties. This acquisition assumes that the Duke attained powers and experience above and beyond his peers during his time prior to promotion, which puts him that much closer to the pinnacle of diabolic power. Note that the example of the power required for a powerful mortal to be promoted to Duke of Hell already includes the necessary class levels.

The Dukes of Hell are the singular nobles that serve under the might of Hell's masters, the Lords of the Nine. Despite their sharing the appellation of Duke of Hell, the various nobles often have different titles and different responsibilities as they pursue the darkest of evils, the blackest of souls, and more power for their masters and themselves (these goals are not, of course, necessarily listed in order of priority).

Although they share a common title, the Dukes of Hells are all individuals with different powers and abilities at their command. Each has a singular appearance (which can, of course, be mimicked with the use of illusions and similar magicks by rivals), and each deals with allies and adversaries in different ways. Still, considering that they are defenders of Law, one can expect certain similarities from the Dukes of Hell.

The base creature's type changes to that of Outsider with the Extraplanar, Evil, and Lawful subtypes. The Duke of Hell uses all the base creature's statistics and special abilities except as noted here:

Hit Dice: A Duke of Hell receives the maximum amount of hit points per hit die.

Speed: The base speed of all modes of movement is increased by 10 feet. There is a 50% chance that, if the base creature could not fly, the new Duke of Hell will

gain that ability at 90 ft. (average).

Armor Class: The Duke of Hell acquires a +3 profane bonus to its Armor Class.

Duke of Hell Qualities: The Duke of Hell retains the base creature's special qualities. In the event that the base creature has qualities that are alignment specific, like *protection from evil*, the Duke of Hell replaces the ability with the Evil and/or Lawful version. The Duke also gains the following:

- Immunity to fire and poison.
- Resistance to acid 20 and cold 20.
- See in Darkness (Su): The Duke of Hell can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- Telepathy 500 feet.
- Damage reduction: The Duke acquires a DR of 20/good and silver; if the damage reduced number for the base creature was higher, the Duke retains it, although the material(s) necessary to breach the reduction are replaced with good and silver.
- Regeneration (Ex): Regeneration equal to the Duke's Constitution modifier. The Duke takes normal damage from good-aligned silvered weapons and spells with the good descriptor.
- Spell Resistance equal to the Duke's Challenge Rating + 12.
- As a member of the lesser nobility of Hell, the Duke of Hell gains a degree of might unknown to mortals and common devils. The Duke of Hell gains immunity to polymorphing, petrification, or any other attack that alters its form.

Call Devils (Sp): The Duke of Hell, as a vassal to a Lord of the Nine, commands the respect of lesser devils. As such, a Duke of Hell can *call devils* or *summon devils* as a standard action. The Duke may *call* up to one time per day 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they retain the ability to *summon* other devils as their *Monster Manual* descriptions allow. Thrice per day, the Duke may *summon* the same spread of fiends listed above. The Duke may either *call* or *summon* in one day, not both; if the Duke uses his *calling* ability, he cannot use his *summon* ability until the next day. The Duke is capable of *calling* and *summoning* devils not listed above, but in the same limited quantity based upon CR. Due to his vaunted status, the Duke of Hell is not beholden to the devils he *calls* or *summons*, so he rarely hesitates to do so if pressed. Some Dukes are more likely to rely on certain kinds of devils than others. While tricky Titivilus, a Duke of Dis, is likely to *call* erinyes, Martinet, the Constable of Nessus, is likely to rely on pit fiends.

Diabolical Adaptation (Su): The Duke of Hell will exhibit special abilities or qualities different from his peers. For example, while most Dukes are completely immune to all kinds of fire, magical or mundane, a Duke of Cania, a layer of malign cold, may be immune to cold. Each Duke gains at least one special ability and one special quality in keeping with his/her duties and areas of interest upon its promotion; for every 30 total HD and class levels possessed, the Duke acquires an additional special ability or special quality.

Diabolical Metamorphosis: Almost all Dukes of Hell experience some kind of physical change upon their apotheosis into this new station. This new form always

relates to their duties and desires. For example, as Dispat's word twisting herald, Titivilus is not as huge and physically imposing as a pit fiend. This allows a degree of flexibility for the designer. Any adjustments in size and physical make up may affect the Duke's attack methods or his advancement benefits. The designer should modify attack methods and locomotion accordingly, but keep basic combat statistics the same.

Locked Within the Gates: A Duke of Hell cannot travel into the Mortal Coil by "traditional means." Thus, the Duke cannot use nor take advantage of spells like *planeshift* or *gate* to travel between the Realities. Only powerful magicks, like *incantation of the Pit*, grants a Duke the ability to enter the Mortal Coil. Interestingly, if a Duke is given certain magic items, such as an *amulet of the planes*, by a mortal, he can use it to travel to the mortal coil once a year for up to nine days; while the mortal must be willing, he cannot be a sworn servant or worshipper of the Duke.

Special Attacks, and Spell-like Abilities or Psionics: The Duke of Hell retains the special attacks, spell-like abilities, and psionic attacks of the base creature. In the case of Healing spells, such abilities are replaced with Necromantic spells of the appropriate type; if there is no clear opposite, the Duke retains the ability. The base caster level for such abilities is always the Duke's HD + 9, but each class level taken has a 50% chance of increasing the Dukes caster level by +1. Ascended mortals function as 30th level casters; additionally, for every character class level beyond 21st, the mortal has a 50% chance of gaining an additional caster level for his spell-like abilities.

- **Infernal Presence (Su):** The Duke of Hell is surrounded by a 30-foot radius aura of *fear*, which he can initiate and terminate as a free action during his turn; the Duke may also determine which beings within the radius are affected. The Will save DC = 10 + ½ the Duke's HD + Charisma modifier. Once a being successfully saves against a Duke's *fear* aura, she cannot be affected by it again for 24 hours. Although other Dukes of Hell, arch-devils and the Lords of the Nine are immune to this *fear* aura, lesser devils are not.
 - All Dukes gain the following spell-like abilities: at will: *animate dead*, *blasphemy*, *charm monster*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*. 3/day: *destruction*. 1/day: *meteor swarm*, *symbol of pain*. 1/week: *wish*. If the base creature already had access to a listed spell, it does not gain the ability to cast the spell multiple times. For example, a pit fiend that is promoted to a Duke of Hell does not maintain the ability to cast *wish* once a year since it can now cast it once a week. The save DCs are Charisma-based.
 - The Duke of Hell never pays corruption costs for corrupt spells as described in the *Book of Vile Darkness*. The Duke of Hell's being is already corrupted past the point of it suffering any ill effect from casting such spells. However, the Duke is still affected normally if corrupt magic is cast against him, i.e. he is not immune to the effects of corrupt magic, merely immune to the corruption cost for casting said magic.
- Abilities:** The Duke of Hell may apply up to a total

of 6 points to his ability scores, scattering them as necessary to meet his new responsibilities in Hell. He is under no obligation to use these points. The Duke may also "swap" existing ability scores on a two for one basis; i.e. the Duke could exchange 2 points of Strength for 1 point of Intelligence.

Feats: The Duke of Hell typically retains any existing feats of the base creature, although at times the Duke can "swap" a feat for another so long as the Duke meets the prerequisites for the new feat. All Dukes of Hell gain the Corrupt Spell-Like Ability as a bonus feat as listed in the *Book of Vile Darkness* and Epic Evil Brand as a bonus feat as listed in *Epic Insights*, a Wizards of the Coast web enhancement.

Challenge Rating: + 3 + ½ class levels. It is important to remember to adjust the CR of the base creature beyond just size adjustments (as described in the *Monster Manual*). For example, if a pit fiend was the base creature and, upon its promotion to Duke status, it lost its disease, poison, and constriction, the base CR should be reduced by 2 (each ability counts as 2 points to the CR equation divided by 3).

Treasure: Triple standard. Most Dukes of Hell also wield "signature items" that do not count towards the treasure calculation.

Alignment: Always Lawful Evil

Advancement: By character class

Summoning: A Duke of Hell can be summoned using the guidelines found in Chapter 2: Forbidden Magic. Note that in the summoning descriptions of certain Dukes found below, some adverse effects are mentioned for those who summon Dukes without protective magicks in place – a foolish venture. These adverse effects are supernatural in nature in all cases, and thus are not thwarted by spell resistance.

ABIGOR Supreme General of Avernus

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A stylized black nightmare with scalloped wings on an inverted, red triangle.

Fighter 25

Hit Dice: 25d8 + 25d10 + 400 (850 hp)

Initiative: +18

Speed: 40 ft. in full plate (base 50 ft.)

Armor Class: 61 (-1 size, +13 armor, +5 deflection, +1 Dexterity, +23 natural, +3 profane, +7 shield), touch 18, flat-footed 60

Base Attack/Grapple: +38/+56

Attack: *Ebon Sunder*, +60 melee (2d6+33 + 2d6 (lawful) + 2d6 (unholy)/19-20/x3 + 2d6 (Overwhelming Critical) + death (Fortitude DC 44); or *Abigor's Standard*, +58 melee (2d6+33 + 3d6 and one negative level (lawful power)/x2 + 6d6 and three negative levels (lawful power); or claw +51 (2d8+14)

Full Attack: *Ebon Sunder*, +60/+55/+50/+45 melee (2d6+33 + 2d6 (lawful) + 2d6 (unholy)/19-20/x3 + 2d6 (Overwhelming Critical) + death (Fortitude DC 36); or *Abigor's Standard*, +58/+53/+48/+43 melee (2d6+22 + 3d6 and one negative level (lawful power)/x2 + 6d6 and three negative levels (lawful power); or 2 claws +51 (2d8+14)

Space/Reach: 10 ft. /10 ft.

Special Attacks: *Call devils*, *Infernal Insight*, *Infernal*

Presence, spell-like abilities

Special Qualities: Duke of Hell qualities, damage reduction 20/good and silver, darkvision 60 ft., immunity to fire and poison, Infernal Knight, regeneration 8, resistance to acid 20 and cold 20, Secrets of War, see in darkness, spell resistance 47, telepathy 500 ft.

Saves: Fort +34, Ref +36, Will +38

Abilities: Str 38, Dex 31, Con 27, Int 26, Wis 31, Cha 30

Skills: Appraise +8 (armor +10, weapons +10), Balance +22, Bluff +35, Climb +45, Concentration +38, Craft (armorsmithing) +29, Craft (weaponsmithing) +30, Diplomacy +16 (+22 with evil beings), Disguise +31 (+33 when acting in character), Gather Information +14, Handle Animal +48, Hide +27, Intimidate +69 (+75 against evil beings), Jump +65, Knowledge (arcana) +29, Knowledge (architecture and engineering) +20, Knowledge (nature) +18, Knowledge (the planes) +42, Knowledge (religion) +42, Listen +31, Move Silently +31, Perform (oratory) +14, Ride +54, Search +29 (+31 for secret doors and passages), Spellcraft +31, Spot +50, Survival +35 (+39 on another plane, +37 while tracking), Tumble +37.

Feats: Cleave, Combat Expertise, Corrupt Spell-Like Ability^B, Dodge, Great Cleave, Improved Critical (lance), Improved Initiative, Iron Will, Leadership, Mobility, Mounted Combat, Power Attack, Quick Draw, Quicken Spell-Like Ability (*destruction*), Ride-By Attack, Spirited Charge, Spring Attack, Trample, Weapon Focus (heavy mace), Weapon Focus (lance), Weapon Specialization (heavy mace), Weapon Specialization (lance).

Epic Feats: Dire Charge, Devastating Critical (lance), Epic Evil Brand^B, Epic Reputation, Epic Weapon Focus (lance), Epic Weapon Specialization (lance), Legendary Rider, Spellcasting Harrier, Superior Initiative

Environment: Avernus, First of the Nine Hells of Perdition

Organization: Solitary; troupe (2 - 8 narzugons); battalion (5 - 20 red squamugon, 4 - 16 barbazus, 3 - 12 narzugons, and 1 - 2 cornugons); or legion (10 - 40 lemures, 5 - 20 red squamugon, 4 - 16 barbazus, 3 - 12 narzugons, 2 - 8 cornugons, 2 - 4 pit fiends)

Challenge Rating: 35

Treasure: Triple Standard plus +5 *heavy fortification full plate armor*, *Abigor's Standard*, *Ebon Sunder*, +5 *ring of protection*

Alignment: Lawful Evil

Abigor, the Supreme General of Avernus, is one of the most powerful and well-known Dukes of Hell. There is little doubt that he is the strongest and most important Duke of Hell in Avernus and Lord Bael's most trusted and honored servant. He has received countless commendations for his service in the *Blood War* and in efforts against the enemies of Hell. His standard flies high in the annals of Hell and some suspect that very soon, Abigor will either become the new Lord of the First or will be destroyed by Bael for his achievements.

Abigor has been a Duke of Hell for as long as any can remember. It is believed that he rose from pit fiend rank well before the *Dies Irae* and that he served as a minor - though strong - vassal within the Court of Astarte alongside Bael. Abigor, alongside the marginally weaker Bael, achieved many victories in the *Blood War*; how-

ever, since Abigor was a vassal subject to the whims of Astarte, he did not travel as much as Bael, and ever was he under Astarte's glare. It was this proximity that caused the potential for Lordship to pass over Abigor. Bael, with his numerous contacts, tremendous popularity, and impressive skills in both military conflicts and noble intrigue, was able to consolidate his power and overthrow Astarte after the *Dies Irae*. Upon assuming the Lordship of Avernus, Bael purged his court of Astarte's sycophants; Abigor, however, was allowed to remain. In Abigor, Bael recognized an untapped power that would bring him greater glory and greater respect. Bael knew that Abigor, who was already a minor legend in Hell and among the hordes of The Abyss, would be an asset to his goals. However, many believe that Bael is making the same mistake his predecessor made as he allows Abigor a long leash and confers great authority and more glory upon the Supreme General. However, Bael is not a fool and he has filled Abigor's legions with plenty of spies, most of who do not know that they are working with others. To date, Abigor has done nothing to suggest that he is anything but a loyal servant. Indeed, Abigor seems to have no interest in the Lordship of Avernus.

Abigor lives for combat and victory. He seeks nothing but the most difficult military challenges and the opportunity to topple his adversaries in honorable (for a devil) battle. As the Supreme General of Avernus, Abigor commands 666 Legions under the auspices of both Avernus and the Dark Ministry. Known as the Supreme Legion, it numbers the best, bravest, and deadliest diabolical warriors in Hell. Unlike most Dukes, Abigor spends a significant amount of time involved with the *Blood War*. Abigor has a reasonably good relationship with Dagos of the Dark Ministry; still, Abigor makes it clear that he does not take orders from the Marshall of the Pits so much as he deigns to do favors for the Dark Minister every now and again. Abigor is viewed with envy among the other Dukes of Bael's Court. While they cannot help but respect him, they all despise Abigor and most have multiple plans in place to bring low the Supreme General. So far, none of their plans have met with any success as Bael himself values Abigor. Across Hell, Abigor is respected and feared, although some are beginning to question his seemingly endless loyalty, a clear sign of weakness in Hell. This notwithstanding, Mephistopheles himself has covertly offered Abigor a place in his court on numerous occasions.

Abigor is as comfortable strategizing in the background as he is fighting in pitched battles. He seems to have a supernatural ability to second-guess the actions of his enemies even before combat begins. To date, he has never lost a contest against the armies of any demon lord. However, more than anything, he prefers one-on-one confrontations that offer the chance to showcase his power and honor. Abigor never cheats in combat once the stakes and methods are solidified because he does not believe he needs to cheat in order to overcome his adversaries.

Aside from his responsibilities in the *Blood War*, Abigor is slowly fomenting cults across Creation. Made up of powerful warriors of all types, his cultists seek nothing more than to follow in the footsteps of their master. It is for this reason that Abigor is uninterested in the Lordship of Avernus. He believes that if he can create a large enough army of mortals, the belief they offer

him will allow him to break beyond the bounds of Hell into true divinity. So far, Bael has no idea of this true intent and, since Abigor does not share this goal with subordinates, neither do any of Bael's spies.

Abigor represents violence and atrocious acts masked by false honor and misplaced commitment. Abigor does not care about the pain and anguish he allows others to suffer because, as far as he is concerned, all those opposed to the will of Hell are worthy of nothing better than slavery and subjugation. Abigor believes that his honorable behavior sets him apart from the rest of Hell; however, his "honor" does not stop the atrocities carried out by his troops and his allies. Abigor is guilty by association; he is an accessory to the crimes committed by Hell. His honor is nothing more than a reflection of his tremendous pride and self-righteousness.

Abigor appears as a large male humanoid covered in highly stylized, fearsome burnt-gold and red plate-armor. A diabolical helmet covers his face entirely, although burning gold eyes gleam from behind the visor. A cloak that crackles like flames whips around him. Abigor speaks with a powerful, commanding voice that, although filled with evil, seems to capture the souls and hearts of any warrior dedicated to a cause against anarchy. When he appears in Bael's court, Abigor usually removes his helmet. Abigor's face is that of a handsome humanoid male with saturnine features, well-groomed fiery-red moustache and beard, and golden skin; a pair of tiny horns on his forehead and pointed teeth betrays his diabolical heritage.

Abigor is almost always accompanied by his mount Bleak, a cauchemar nightmare with 27 HD, maximum hit points, and a pair of bat-like wings.

Combat

Abigor favors honorable combat and prefers to fight a single enemy with a number of provisions in place. First, he expects his enemy to fight to his utmost. Second, he expects no quarter for he himself will not offer any. Finally, he always fights to the death. What Abigor never explains is that he only fights to the death of his adversary rather than to his own demise. Once Abigor realizes that he risks defeat, he immediately *teleports* away.

Abigor will always offer to duel the strongest looking melee warrior in a group. In such a situation, he immediately casts *unholy aura* on his person and then, if mounted, charges into battle. He will usually only use his weapons; if pressed, Abigor begins casting spells (usually *blasphemy* and *destruction*). He never *calls* or *summons* reinforcements in such circumstances.

If Abigor is forced to fight a group, he initiates combat by *summoning* narzugons and then detonates a *meteor swarm* on any obvious spellcasters. He then selects the strongest melee fighter and concentrates all of his efforts on him until he is dead. If the combat seems especially fierce, Abigor will *summon* pit fiends the next two rounds and then begin casting *blasphemy* and *destruction* when the opportunity permits.

Call Devils (Sp): Once per day, Abigor can automatically *call* 12 lemures; 8 barbazus, erinyes, or squamugons; 6 hamatulas, narzugons, or osyluths; 4 cornugons or gelugons; or 2 pit fiend. Since these devils are *called* rather than *summoned*, they have the ability to summon their own reinforcements if so ordered. Conversely, 3/day Abigor may *summon* 12 lemures; 8 bar-

bazu, erinyes, or squamugons; 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Abigor may either *call* or *summon* in a day; he may not do both. Abigor loves a tough fight and, in the unlikely event he is traveling without at least a troupe of narzugons, he will not *call* nor *summon* reinforcements until he is near the end of the combat against foes he has soundly defeated, allowing his devils to hunt down the few survivors. He never *calls* or *summons* devils if he is being overcome, as he is too proud to lose face.

Infernal Insight (Ex): Abigor's ability to second-guess the combat actions of his opponents is legendary. In fact, many who have witnessed Abigor effortlessly defeat adversaries that clearly outnumbered him have led to the suspicion that Abigor somehow can look into the future and determine the best course of action to take against foes. 3/day, Abigor may use his Infernal Insight. Abigor selects a specific enemy at the beginning of his turn as a free action; usually, Abigor acknowledges his target with an elaborate bow. Against this foe, Abigor receives a +6 bonus to his armor class, attacks, damage, and saves. The bonus lasts for 9 rounds or until Abigor defeats his foe. Once Abigor selects a specific target, he cannot switch until 9 rounds have passed or until the foe lies unconscious or dead.

Infernal Knight (Su): Of all the devils in Hell, none are considered as honorable as Abigor. So infectious is his honor and his bravery on the field that even the most cowardly devils in his armies are filled with dark exhilaration while in Abigor's presence. As a full round action, Abigor may make an uplifting speech to his fellows. At the end of the speech, all of his allies within 66 feet receive a +3 circumstance bonus to their armor class, attacks, damage, and saves and receive immunity to spells and effects from the school of Enchantment. This boon lasts for either 6 rounds or as long as the beneficiary remains within 66 feet of Abigor. Although Abigor must wait 6 rounds between using this ability, he seems to have no limit to the number of times he may call on his power as an Infernal Knight.

Infernal Presence (Su): Abigor's Infernal Presence has a Will save DC of 32. His caster level is 34th.

Secrets of War (Ex): Abigor's success on battlefields across the Cosmos is legend, and many warriors - from tyrannical fighters to corrupted paladins to vile blackguards - have sought out the Supreme General in the hope of learning from him. Abigor offers his secrets to those with enough courage and resources to call him to the Mortal Coil. Once per day, Abigor can reveal a Secret of War. In return for whatever price Abigor requests, he can grant his client +9 total bonus points that can be assigned to the following elements as the client chooses: Strength, Constitution, attack bonus, Fortitude save, or skills from the fighter class; conversely, he can grant the client a fighter's bonus feat even if the client does not meet the prerequisite(s). However, there is a price for Abigor's secrets. Each week the client takes advantage of the boon, he receives a -1 penalty to his Wisdom and Charisma. Thus, if the client applied +3 points to his Strength, +3 points to his attack bonus, and +3 points to his Fortitude save, each week in which he got into melee combat would result in him suffering a -2 penalty to his Wisdom and Charisma (he is benefiting from both his increased Strength and attack bonus in melee combat). Once the client reaches a total of -9 points in Wisdom and Charisma, he is compelled to travel to an isolated place on his own where he is forced

to face a corrupted version of himself. In this conflict, the corrupted version retains the bonuses the client received from Abigor, while the client himself loses his bonuses and retains the penalties. If the corrupt doppelganger wins the battle, the client becomes Lawful Evil (if he was not already) and Abigor's slave (as if under the effects of *dominate monster*) for eternity. If the client overcomes his corrupted copy, he still suffers from the penalties and receives another +9 bonus divisible as described above; the process repeats itself. If the client succeeds in defeating his doppelganger three times, he is forced to do battle against Abigor himself without his bonuses and with his penalties. To date, no one has defeated the Supreme General, so it is unknown what would happen if the client won the final contest.

Spell-like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm* (any), *symbol of pain*; 1/week - *wish*. Caster level 34th; DC 20 + spell level.

Possessions: *Ebon Sunder* (a +6 axiomatic, demon-bane, unholy lance), *Abigor's Standard* (a large +6 lawful power heavy mace), +5 heavy fortification full plate armor, +5 heavy steel shield of greater electrical resistance, and a +5 ring of protection. As a Duke of Hell and the Supreme General of Avernus' armies, Abigor has access to three times the treasure for his Challenge Rating. Abigor has a vast collection of lances and maces, including a few minor artifact versions of such items. However, he rarely uses such items as he prefers *Dark Sunder* (a gift from Bael) and *Abigor's Standard* (a gift from Malphas).

Summoning Abigor

In order to summon Abigor, the participants in the ritual must provide the standards of military units as a sacrifice (at least three different standards or emblems). These emblems should be made of high quality materials, such as silk and thread of gold, to a value of not less than 600gp. If the emblems were obtained by means of conquest, the participants gain a +3 bonus on checks to summon the Supreme General.

Upon successfully summoning Abigor, the standards raise into the air, as if being hoisted aloft, and the sound of brazen trumpets erupts throughout the area. The careful cadence of a military drum begins, before the standards burst into flame and fall to the floor. The smoke and fire coalesce into Abigor, whose first act is to scatter the ashes of the standards used to summon him to the four cardinal directions.

Abigor treats any summoning event much as he would a battlefield. He has numerous predetermined tactics available for all types of clients, should the need arise, and may demand answers to some rudimentary questions to ascertain what type of client he faces. He willingly offers his Secrets of War, albeit at a high price, to any creature foolhardy enough to summon him, and will typically remain for the full duration of the summoning, even if all bargains have been made (Abigor uses this time to further assess the nature of his client, in

the event that he or she become an opponent).

At the time of departure, sulphurous smoke rises from the ground within the area, slowly obscuring Abigor from sight. From within the fog, a sooty red glow rises, and the clash of army on army can be heard from within. At some point during this, Abigor simply returns whence he came, although the smoke - sometimes referred to as Abigor's 'fog of war' - remains for three hours.

MALPHAS, Siege Master of Avernus

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A black siege engine encircled by orange flames on an inverted, red triangle

Wizard 20

Hit Dice: 20d8 + 20d4 + 320 (560 hp)

Initiative: +14

Speed: 50 ft., fly 90 ft. (good)

Armor Class: 40 (-1 size, +3 armor, +10 Dexterity, +23 natural, +3 profane), touch 14, flat-footed 30

Base Attack/Grapple: +30/+42

Attack: *War's Tool* +40 melee (1d8+11 + 2d6 (axiomatic) + 1d6 (fire) + 1d6 (cold)/x4 + 3d10 (fire) + 3d10 (cold); or claw +37 melee (2d8+8)

Full Attack: *War's Tool* +40/+35/+30/+25 melee (1d8+11 + 2d6 (axiomatic) + 1d6 (fire) + 1d6 (cold)/x4 + 3d10 (fire) + 3d10 (cold); or 2 claws +37 melee (2d8+8) and 2 wings +32 melee (2d6+8) and beak +32 melee (4d6+4/19-20/x2 and 1 Constitution damage).

Space/Reach: 10 ft./10 ft.

Special Attacks: *Call devils*, Infernal Presence, Observe Flaw, spell-like abilities

Special Qualities: Duke of Hell qualities, damage reduction 20/good and silver, darkvision 60 ft., immunity to fire and poison, Knowledge of War, regeneration 8, resistance to acid 20 and cold 20, Siege Master, see in darkness, spell resistance 43, telepathy 500 ft.

Saves: Fort +30, Ref +32, Will +29

Abilities: Str 27, Dex 30, Con 27, Int 36, Wis 20, Cha 26

Skills: Appraise +13 (alchemical items +17, armor +17, metalwork +15, woodwork +17, shipping +15, weapons +17), Balance +12, Bluff +34, Climb +29, Concentration +39, Craft (alchemy) +39, Craft (armorsmithing) +29, Craft (blacksmithing) +39, Craft (carpentry) +39, Craft (shipmaking) +35, Craft (weaponsmithing) +39, Decipher Script +37, Diplomacy +12 (+18 with evil beings), Disable Device +29, Disguise +29 (+33 when acting in character), Hide +27, Intimidate +43 (+49 against evil beings), Jump +31, Knowledge (arcane) +47, Knowledge (architecture and engineering) +47, Knowledge (nature) +15, Knowledge (the planes) +34, Knowledge (religion) +34, Listen +26, Move Silently +31, Search +34 (+38 for secret doors and passages), Spellcraft +50, Spot +26, Survival +5 (+7 on another plane, +7 while tracking), Tumble +33

Feats: Cleave, Corrupt Spell-like Ability^B, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Diligent, Eschew Materials, Fly-by Attack, Great Cleave, Improved Initiative, Iron Will, Maximize Spell, Power Attack, Quicken Spell-like Ability (*power word stun*), Scribe Scroll, Spell Focus

(Evocation).

Epic Feats: Craft Epic Magic Arms and Armor, Craft Epic Wondrous Items, Efficient Item Creation (Magic Arms and Armor), Epic Evil Brand^B

Environment: Avernus, First of the Nine Hells of Perdition

Organization: Solitary or troupe (2 - 8 hamatulas)

Challenge Rating: 31

Treasure: Triple Standard plus *War Engine*, *War's Tool*, *ring of spell turning*, and +3 *bracers of armor*

Alignment: Lawful Evil

Siege Master Malphas is the most cerebral and reserved of Avernus' Dukes. Malphas is not a combatant and actively avoids combat situations, preferring to remain in his fief, which lies near the Bronze Citadel. However, this apparent pacifist among the War Masters of Avernus is nevertheless held - grudgingly - in high regard among his peers, and Bael himself values Malphas' place in his Court. After all, it is due to Malphas that Avernus, and by extension Hell, continues to stand against the hordes of The Abyss since it is Malphas who has created and continues to create some of the most powerful weapons known in the Cosmos.

Malphas has been a Duke of Hell longer than most can remember. He has served on the Courts of Tiamat, Astarte, and now Bael; as a result Malphas possesses a great deal of knowledge about not just his former and current masters, but about other and former Dukes of Hell as well. In the past, many feared that Malphas would use this information to blackmail them, but that is not Malphas' way. Malphas is interested only in one thing: ending the *Blood War*. This desire is Malphas' sole interest and thus, he has time for little else, particularly in-fighting.

Malphas believes that the *Blood War* is a waste of Hell's resources and a threat to the Reality's ideals. He believes that it is also a waste of the power that could be gained if the Depths Below were united under one banner, that of Hell. Malphas believes that if he can create the ultimate weapon, one of such power that it could decimate the vast majority of demons, the war would stop and all would fall into its rightful place. Malphas believes that his aims are honorable; after all, the reason the *War* persists, the reason why outsiders stand opposed to Hell, is because they have the freedom to do so. If a weapon must be created to force them into subservience, so be it. Malphas would provide that weapon. And, with this weapon, no one - not even Asmodeus - would be able to stand against Malphas.

Malphas believes that his place is in the background crafting more and more weapons for the Legions of Hell. So great is his ability to create weapons in a short period of time that his skills are often sought after by the Dark Ministry, as well as by powers beyond Hell and the *Blood War* conflict. Malphas is always willing to do commissioned work so long as time permits and the pay is good, but he is always certain to make sure that whatever he creates benefits Hell in some way.

Among the Dukes of Avernus, Malphas is scorned but admired. They all know that it is due to his work that their armies continue to stand against The Abyss. Bael is extremely pleased with Malphas. Although he suspects his Duke's ultimate goals, the Lord of the First doubts that it will ever be reached and so allows Malphas a great deal of freedom. Malphas is also popular with the Court

of Dispat. Indeed, it is through Malphas that any communication occurs between Bael and Dispat, as the Arch-Duke of Dis believes that he could make a tidy profit by selling Malphas' creations to mortals in the Mortal Coil. Numerous doomsday devices across the Cosmos, some of which achieved their ultimate use, can be traced back to a merchant from Dis who herself bought it from Malphas.

Malphas has the general build of a pit fiend, although he lacks a tail and, rather than covered in scales, his translucent body is dressed in charred, red feathers. Great vulture-like wings spread from his back and his head is very similar to that of a horned, diabolical crow's. Malphas always wears numerous, but mundane, belts and straps and often talks to himself. He never looks a person directly in the face with both eyes, preferring to peer at those with whom he interacts with one eye, much like the crows he favors. Malphas speaks in a surprisingly quiet voice, although on the rare occasions in which he is driven to anger, he has been known to shriek horribly.

Combat

Malphas is something of an aberration among the Courtiers of the First Perdition in that he does not enjoy direct confrontation or combat. Malphas believes that his skills are too singular, and his desires too important, to risk become gravely injured, captured, or killed by enemy forces. As a result, Malphas always travels with a troupe of hamatulas and will almost always *teleport* away at the first sign of danger.

If Malphas finds that he is forced to fight, he will immediately call on his Infernal Presence - hoping to drive his antagonizers away - before casting a *meteor swarm* centered on his person. In following rounds, he will likely *call* a couple of cornugons while his hamatulas attack. Then, he will either try to *teleport* away or, barring that, he will begin to cast the highest-level magic at his disposal, starting with his *wish* if it is still available. Malphas will usually cast *disjunction* (which he always has prepared) early in an engagement against powerful mortals, or else he will cast *destruction* against the likes of demons. If forced into melee combat, Malphas will usually surrender; if his appeal is ignored, he will charge into battle, surprising those who expected a simple kill with his ruthlessness.

Call Devils (Sp): Once per day, Malphas can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Malphas may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Malphas may either *call* or *summon* in a day; he may not do both. Although he believes that he is an integral part of Avernus' war-mongering hierarchy, Malphas believes that personal violence is beneath him. As a result, Malphas often *calls* in a couple of cornugons at the first sign of trouble and usually *teleports* away to sound an alarm.

Infernal Presence (Su): Malphas's Infernal Presence has a Will save DC of 28. His caster level is 39th.

Knowledge of War (Ex): To mortals, war is one of the most destructive, heinous events in life. Even for those not on the front lines of a conflict, the price of war

can be steep. Many powerful minds, from former artisans and engineers, to arcane and divine spellcasters, use their profound knowledge and skill to create weapons of great destruction and pain to promote the war effort for their side. These men and women, believing that their actions will expedite the end of hostilities, are often willing to do whatever it takes to ensure the success of their inventions. Many, for any number of reasons, eventually seek out Malphas, hoping that his knowledge and advice will help them create the ultimate weapon that, in the end, will also be the ultimate peace-keeper. The Siege Master is more than happy to grant some of his vast knowledge to such patriots, but as all things in Hell, this knowledge comes with a price.

Three times per day, Malphas may provide Knowledge of War. When Malphas is summoned, he is able to either impart a +9 bonus to the skills listed below, or he can allow a spellcaster with the Craft Magic Arms and Armor feat to create such items as if he were three levels higher and at 1/3 the cost and time. These bonuses are permanent.

However, these boons are bought at a steep price. All other skills possessed by the victim suffer a -6 penalty. Furthermore, the client finds his ability to craft all other kinds of magical items dulled; he crafts such items as if he were six levels lower in caster level and it takes double the cost and time to complete the work.

If the client either takes up to three of these boons (gaining a +27 bonus to skills, +9 caster level to magical arms and armor creation, -18 penalty to all other skills, and -18 caster level to magical item creation), or if the client creates 9 items while benefiting from the bonuses, he becomes irrevocably Lawful Evil and his soul becomes the property of Malphas. The only way to overcome this effect is for the client to *atone* for his actions under the administration of a 21st level cleric, thereby losing his bonuses; the penalties typically remain until the client successfully completes a *quest* dedicated to returning or preserving true peace. It is rumored that if the client willingly sacrifices himself with his own weapons that he will likewise cleanse his soul of Malphas. The following skills are those skills that a client of Malphas is able to increase by means of Knowledge of War:

- Craft (alchemy)
- Craft (armorsmithing)
- Craft (bowmaking)
- Craft (blacksmithing)
- Craft (weaponsmithing)
- Knowledge (arcana)
- Knowledge (architecture and engineering)

Observe Flaws (Ex): As one of the best weapon makers in Creation, Malphas has made, if not improved, every weapon that has ever existed at one time or another. Thus, he knows every weapon and every piece of armor intimately, so much so that he can find flaws in arms that many others would consider to be the best there is. Malphas may Observe Flaws in armor and weapons of any kind so long as he studies them for at least three rounds as a standard action; he may do nothing else other than move while Observing. Malphas must select one entity and decide to Observe either his armor or his weapon. Once the three rounds have passed, Malphas receives a +3 bonus to his armor class against any weapon (excluding natural weapons); Malphas may also impose a 27% chance that weapons that

strike his person shatter. Against armor, Malphas gains a +3 bonus to by-pass the armor bonus. In any case, Malphas maintains the bonuses for three rounds.

Malphas may opt to Observe for a longer period of time. If he Observes for six rounds, the bonuses and duration double; if he Observes for nine rounds, the bonuses and duration triple.

Magical weapons and armor seem to acquire no special defense against Observe Flaws, although magic weapons (including artifacts) only suffer a 10% chance of being destroyed.

Siege Master (Su): As the Siege Master of Avernus, Malphas is known for the creation of incredibly powerful siege engines in addition to other terrible weapons of war. Malphas may call on his power as Siege Master to create especially powerful weapons in a shorter period of time and with less cost.

Malphas is capable of producing items at a much faster rate than normal. His Craft checks to determine progress per day are done in silver pieces rather than copper, and his Craft checks per week are done in gold pieces rather than silver.

When crafting any magic armor or weapon, Malphas crafts the items at an accelerated rate. He may craft such items at a rate of 30,000 gp per day. Additionally, any magical weapon designed by Malphas automatically possesses the demon-bane enhancement; this does not increase the cost of creation.

Once a year, Malphas may create a weapon that accomplishes one of three things:

1. Ignores Hardness;
2. Ignores Damage Reduction;
3. Deals maximum damage.

Unfortunately for Malphas and Avernus, whenever he creates any weapon benefiting from one of the above three benefits, he loses the ability to cast spells or spell-like abilities for one year as he is psychically drained. Furthermore, although these weapons are considered epic and evil for the purpose of overcoming DR, no other enhancement may be applied to them.

Finally, Malphas has the ability to cannibalize magic items to harvest the power held within. The process requires 1 day per 300,000 gp of the item, at the end of which Malphas can add a number of points to his item creation XP pool equal to one-half the XP required to create the item. For instance, if Malphas cannibalizes a +5 longsword (which costs 2,000 XP to create) he adds 1,000 points to his pool. A charged item that is not fully charged only contributes a proportional amount of XP.

Spell-like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm* (any), *symbol of pain*; 1/week - *wish*. Caster level 39th; DC 18 + spell level.

Wizard Spells per day: 4/8/7/7/7/6/6/6/6; base DC 23 + spell level, 24 + spell level for Evocation. Caster level 40th. As a Duke of Hell, Malphas has access to every spell in the *Player's Handbook*. Malphas tends to prefer utilitarian spells as he does not believe that it is

worth his time to risk his life getting involved in combat of any kind.

Typical Wizard Spells prepared: 0 - arcane mark, mending, prestidigitation, read magic; 1st - alarm, shield, comprehend languages, identify, magic aura, magic missile, ray of enfeeblement, unseen servant; 2nd - arcane lock, eagle's splendor, fox's cunning, gust of wind, knock, misdirection, obscure object; 3rd - arcane sight, haste, nondetection, protection from energy, sepia snake sigil, tongues, wind wall; 4th - black tentacles, contagion, scrying, shadow conjuration x2, stoneshape, stoneskin; 5th - fabricate, major creation, permanency, sending, shadow evocation, telekinesis x2, wall of force; 6th - analyze dweomer, contingency, flesh to stone, globe of invulnerability, legend lore, true seeing; 7th - greater arcane sight, greater shadow conjuration, limited wish, mage's sword, project image, teleport object; 8th - dimensional lock, discern location, greater shadow evocation, polar ray, screen, temporal stasis; 9th - disjunction, prismatic sphere, shades, shapechange, time stop, wish.

War Engine: Deep within the confines of Malphas' fortress in Avernus lies his War Engine, a vast pool of energy he created millennia ago that stores vast amounts of pure, infernal energy. Once a week, Malphas can draw up to 3,000 experience points for the purpose of Crafting Magic Arms and Armor. Malphas may draw on this power from anywhere in Hell and even across planar boundaries.

Possessions: *War's Tool, ring of spell turning, and +3 bracers of armor.* As the Siege Master of Avernus, Malphas has access to every weapon and armor available in the *Dungeon Master's Guide*, as well as quite a few not listed therein. However, since Malphas prefers not to use weapons in combat, he rarely finds cause to look for weapons or armor. Instead, Malphas is more likely to use powerful rods or staves to augment his already impressive arcane power.

Summoning Malphas

Malphas will accept as a sacrifice a portion of the life energy of the participants of the ritual (in the form of XP). A minimum amount of 500 XP must be contributed (split equally between each participant), which flows directly into Malphas XP pool for the development of magic arms and armor. Alternatively, magic weapons and armor to the value of 2,500gp can be sacrificed; in such a case, the arms and armor are consumed during the casting, and cannibalized for their XP energy as described in Malphas' Siege Master ability.

Upon the correct pronunciation of the final incantation, the sound of hammers on anvils begins. Lines of fire erupt in the air, quickly tracing out complex designs of war engines and weapons of mass destruction. In the midst of these designs, fiery tracery of the crow-headed form of Malphas take shape. The fiery lines, once finished the outline of the Siege Master, proceeds to flesh him out entirely, until he stands before his summoners.

Malphas comes across as very approachable, and gets down to business straight away. He has little time for questions, only time for decisions on what is wanted and what will be paid for it. If he suspects that the summoners have powerful items dedicated to goodness or freedom, he will often appear to think heavily after each time his summoners' speak; in reality, he is using his Observe Flaws ability in case he has need to destroy the item(s) in question.

Once the summoners have done treating with the Siege Master (or the duration of the summoning has passes), Malphas explodes in sulphurous flame, appearing to disintegrate in the midst thereof. The sound of hammers on anvils continues for three minutes before fading.

CAIM, Duke of Logic

Duke of Hell

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A black rapier piercing the pages of an opened, gray book on a red, inverted triangle

Illusionist 17/Rogue 5

Hit Dice: 20d8 + 5d6 + 17d4 + 252 (510 hp)

Initiative: +12

Speed: 50 ft.; fly 90 ft. (good)

Armor Class: 51 (+4 armor, +5 deflection, +8 Dexterity, +21 natural, +3 profane), touch 26, flat-footed 51

Base Attack/Grapple: +31/+38

Attack: +45 melee *Black Rhetoric* (1d6+10 + 2d6 (axiomatic) + 2d6 (unholy)/18-20/x2

Full Attack: +45/+40/+35/+30 melee *Black Rhetoric* (1d6+10 + 2d6 (axiomatic) + 2d6 (unholy)/18-20/x2

Space/ Reach: 5 ft./5 ft.

Special Attacks: *Call devils*, Deconstruct, Infernal Presence, sneak attack +3d6, spell-like abilities, spells

Special Qualities: Dark Philosophy, Duke of Hell qualities, damage reduction 20/good and silver, dark-vision 60 ft., evasion, immunity to fire and poison, Infernal Enlightenment, regeneration 6, resistance to acid 20 and cold 20, see in darkness, spell resistance 44, telepathy 500 ft., trapfinding, trap sense +1, uncanny dodge

Saves: Fort +29, Ref +32, Will +33

Abilities: Str 21, Dex 29, Con 23, Int 34, Wis 26, Cha 32

Skills: Appraise +12 (calligraphy +20), Balance +12, Bluff +41, Climb +26, Concentration +47, Craft (bookbinding) +22, Decipher Script +37, Diplomacy +63 (+69 with evil beings), Disguise +33 (+37 when acting in character), Forgery +30, Gather Information +33, Hide +29, Intimidate +39 (+45 against evil beings), Jump +28, Knowledge (arcane) +54, Knowledge (local) +36, Knowledge (nature) +32, Knowledge (the planes) +52, Knowledge (religion) +53, Listen +29, Move Silently +29, Perform (oratory) +19, Search +40, Sense Motive +21, Spellcraft +57, Spot +29, Survival +10 in above ground natural environments, +12 on another plane, +12 while tracking, Tumble +29.

Feats: Cleave, Corrupt Spell-like Ability^B, Craft Wondrous Item, Dark Speech, Eschew Materials, Extend Spell, Great Cleave, Greater Spell Focus (Illusion), Improved Initiative, Iron Will, Negotiator, Persuasive, Power Attack, Quicken Spell, Quicken Spell-like Ability (*charm monster*), Scribe Scroll, Spell Focus (Illusion), Weapon Finesse

Epic Feats: Craft Epic Wondrous Item, Epic Evil Brand^B, Epic Skill Focus (Diplomacy), Epic Spell Focus (Illusion), Great Charisma, Polyglot^B

Environment: Any land and underground

Organization: Solitary or barrister (2 - 8 erinyes)

Challenge Rating: 32

Treasure: Triple Standard plus *Black Rhetoric, amulet of the planes, +4 bracers of armor, +5 ring of protec-*

tion, ring of wizardry III
Alignment: Lawful Evil

To many dwelling in sophisticated societies, the common assumption is that The Pit seeks nothing less than to help the foolish and unwary condemn themselves to an eternity of despair and suffering. For many such cultures, the urbane gentleman, always dressed in dapper attire and possessing a quick wit, is the archetype of devils. This image has become so popular that many plays and stories across Creation from vastly different cultures feature devils in this fashion. As a result this has diluted the fear and threat that should be associated with the forces of organized evil because the devils in such tales often lose in the end. Alas that such happy ends were more frequent. Despite the niceties in literature and the spoken word concerning devils, there is at least one Duke of Hell that fits the mold so closely that some suspect that he is the reason these attitudes exist. That devil is Caim, the Duke of Logic and one of Dispat's most diabolical servants.

Caim is an ancient devil, having served Dispat for as long as any can remember. And, for as long as anyone can remember, Caim has condemned countless mortal and immortal souls to Dis for betraying their beliefs and ethics under the glare of his seemingly pristine logic. More than any devil, Caim is the cause for the most non-violent, societal shifts to Lawful Evil behavior in the Cosmos.

As the Duke of Logic, Caim uses his fantastic intellect to reveal the flaws inherent in the attitudes and ideals to which many cling. But Caim is not stodgy or boring; Caim offers theatrics, razor sharp wit, clever analogies, and the occasional exaggeration in his arguments, coming across as an inviting figure of common sense and interest. His powerful personality and charm make Caim's illusions and logic all the more impressive.

Caim often asks questions that quickly put the unwary on the defensive. What is goodness if those in power are not willing to do what it takes to make sure everyone is equal and benefits from society's bounty? What is balance if existence is always in flux because no one is willing to institute perfect stability? What good is chaos when no one is responsible for his or her actions, particularly when such people do not contribute to the greater good of society? These ideas are no good and are nothing but illusions that accomplish little more than inequality and anarchy. But, Caim always offers a solution: Truth.

The Truth, Caim states, does not encourage selfish individuality nor does it encourage a lack of social responsibility. While Caim tears down the arguments of those who support concepts of goodness, balance, or chaos, he in turn offers arguments that support the notion of a strong society with firm rules and swift consequences for breaking those rules. Caim argues that in the ideal society, everything and everyone has a place and that by accepting this, society can become better prepared for new challenges, better able to defend itself against outsiders, and able to spread its ideals to those who may need a push in the right direction. Of course, such societies must have elites who recognize the importance of tradition and their station, as well as understand that their goal is to promote the Truth for all Creation. Those without the intellectual fortitude to lead must serve the will of society in the proper capacity as deter-

mined by the elite. All must accept that there are rules and that rules must be followed or else anarchy and misplaced individuality will shatter the ultimate goal of the Truth: *Utopia*.

What Caim *truly* seeks is to create a society in which the powerful are tyrants and the followers are (willing or unwilling) slaves. His arguments seek to stamp out Chaos as well as love or balance because such attitudes dilute the creation of an ideal world. Caim offers arguments that seem to make sense, but really lead those who accept his suggestions to abandon their faith and their ethics in return for an illusion of the perfect society and a reality of demagoguery and oppression. Caim supports the notion that the few at the top do little work in the guise of leading and directing, while the masses toil and slave for the benefit of the elite. That is Caim's *Utopia*. That is the reality of Hell.

In Hell, Caim is the greatest of Dispat's Courtiers. He has sown countless seeds of perdition in thousands of worlds and Dis' population of the Damned has swelled as a result. Unlike most Dukes, Caim is rarely summoned because he spends so much time publicly seducing intelligent mortals without ever offering anything more than illusions of utopia and perfection. Due to his popularity in the Cosmos, Caim spends all of his time among mortals and he despises this. Despite his success, Caim knows that his role in the Mortal Coil is truly a punishment. Caim is certain that he would make a far more successful Lord of the Second since he is neither as cautious nor as slow to move as Dispat. Caim views his liege as a coward, and such behavior is unworthy of a Lord of the Nine. How Dispat became aware of Caim's contempt is not known, but the Iron Duke dealt with Caim efficiently. Caim continues to bring more and more souls to Hell and he continues to rank as a successful Duke of Hell; he is simultaneously exiled among beings he despises.

Aside from Dispat, Caim has few consistent relationships. On the occasions that he has business in the crystal sphere of Abeir-Toril, he often visits the arch-devil Gargauth, who is likewise banished from Hell and shares similar responsibilities. Caim counts most other beings as rivals or enemies, particularly powerful and intelligent clerics or wizards, and some gods and cosmic entities dedicated to intellectual pursuits.

Caim typically appears as a slender, rather handsome man with dark saturnine features and average height. A ready smile always appears on his face, although those who pay attention notice that happiness rarely touches his reddish eyes. His feathery hair is dark, and seems to have strips of blue and violet. He always wears the most fashionable - yet conservative - attire, preferring dark, stately colors like royal blue and crimson; he always has a billowing cloak. Caim sometimes sports a scholar's cap, but always carries a beautiful rapier that he often uses during his arguments as a "stage prop." However, those few who claim to have uncovered Caim's true heritage insist that true appearance is quite monstrous in its visage; his form mixes the features of a great bird of prey with those of a small pit fiend. To date, these rumors have not been verified.

Combat

Although he prefers talking to fighting, Caim looks forward to the occasional duel. He is very talented with the rapier and always carries his personal weapon, *Black Rhetoric*, with him wherever he goes.

When confronted with potential fighting, Caim always suggests a one-on-one duel with a character of his choosing. In such cases, Caim will select a roguish figure, especially if he suspects that his adversary cannot fly. Caim offers the rules, which tend to include stipulations such as: present allies cannot interfere in any way (allowing him to summon or call reinforcements); running away is not an option (allowing him to teleport away); the loser's soul becomes the victim's property (since Caim does not have a soul, he has nothing to lose). Caim will usually come up with a very nasty form of payment if the agreement to his duel is not met.

In the event that Caim cannot convince his adversaries to a one-on-one duel, the Duke of Logic will immediately call on his Infernal Presence before either *calling* or *summoning* the appropriate devils (see *call devils* below). He will then Deconstruct his enemies and begin casting *greater dispel magic*. Caim typically has a large number of quickened spells prepared, and will immediately begin using them in combat. Caim will close in for melee only after he is convinced that he has a good chance of winning.

Call Devils (Sp): Once per day, Caim can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Caim may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Caim may either *call* or *summon* in a day; he may not do both. Caim is not afraid to draw his sword, but he is always prudent enough to call in for assistance in the event things go badly for him. Against weaker foes, Caim will usually *call* six erinyes, instructing them to take prisoners, rather than corpses, back to Hell. When facing more powerful adversaries, Caim will usually *summon* cornugons, again instructing them to act under a modicum of restraint.

Dark Philosophy (Su): Caim is the master of argument and rhetoric, delighting in revealing holes and illogic in the beliefs of those dedicated to goodness or balance or chaos. He enjoys breaking down ethical and moral barriers many beings have within their hearts, thereby encouraging them to fall into acts of perdition and tyranny.

Once per day, Caim may argue Dark Philosophy. Dark Philosophy allows Caim to pour bitter doubt into the souls of those he meets and hopes to turn to evil. In this manifestation, Caim must be able to engage in uninterrupted conversation with his target for at least three rounds per the target's character levels. During this time, Caim makes a Diplomacy check as he twists the target's comments and beliefs into parodies. The victim must make a Will save DC 31 plus 1/10 of Caim's Diplomacy check. (+4 if *Black Rhetoric* is drawn). This save reflects not so much the weakness of the target's faith, but the fact that Caim has managed to uncover holes, conscious or subconscious, within the target's beliefs and logic. If the target saves, she is immune to this manifestation of Dark Philosophy for a year and a day. If the target fails, she begins to believe that there are better ways to promote her beliefs and goals, namely through force and imposition. The victim moves one step closer to Lawful Evil every time she confronts those who do not see the world as she believes they should see it. Thus, whenever the victim interacts with those of different alignments, different religious backgrounds, or

of a different race, she makes another Will save with the same DC as the initial. Each time she fails, her alignment shifts towards Lawful Evil as she acts out her new alignment. Actions unassociated with her new alignment cause severe discomfort (*slow* by a 37th level caster) until the victim resumes the proper behavior based upon her new alignment type. If the victim was a divine spellcaster, she will find that some of her spell selections adjust to meet her new alignment, although she will not view this as bad or as an abandonment of her beliefs; rather, she will view this as an expansion in the right direction. When the victim becomes Lawful Evil, the victim must make a final Will save against the initial DC. If she fails, she is irrevocably Lawful Evil and views all those opposed to her concepts and ideals as foes against whom she is justified to overcome and destroy. In most cases, the victim will pursue these goals within the auspices of law and social mores and norms, seeking to impose terrible sanctions against those opposed to her. While under the effects of Dark Philosophy, the victim is susceptible to making deals with devils and agents of Hell; such victims suffer a -9 penalty to all saves associated with deals offered by diabolical beings and their allies. If the victim dies, her soul is condemned to endless toil in the Second Hell of Dis.

Those who succumb to the second version of Dark Philosophy can only be saved if they are confronted by another, equally powerful argument. This is a difficult process largely because the victim does not read as Lawful Evil until the final save is failed even if the victim's actions are clearly Lawful Evil in nature. Once the victim's situation is determined, an *atonement* cast by a 21st level cleric begins the process of spiritual cleansing; each time the victim is faced with an ethical/moral dilemma, someone must be present to provide an argument in opposition to Dark Philosophy (the benefactor must overcome Caim's original Diplomacy skill check). A successful argument allows the victim to remain "stable," but the victim will continue to feel discomfort as she seeks to regain the truth. Each subsequent successful argument against Dark Philosophy allows the victim to revert closer to her original alignment. Once the victim's alignment is restored, she must undergo a *quest* to purge the lingering evil and any evil/lawful acts she committed within 30 days or else Dark Philosophy will rise again. Once the *quest* is completed, the victim is immune to Dark Philosophy for a year and a day.

Deconstruct (Su): Caim, the master of infernal logic, can use his command of logic and language to temporarily challenge a victim's beliefs and power with but a statement. Caim can Deconstruct the ideals and abilities of those he selects within 30 feet of his person 3/day as a standard action. Deconstruct has two distinct components.

First, Caim can force those before him to see in their minds the illogic of their ethical and/or moral positions 3/day. Caim does not necessarily need to speak to such beings; rather, he imposes his view of the world against their own, forcing victims to question their attitudes and positions. Those who fail a Will save DC 31 (35 if *Black Rhetoric* is drawn) behave as if under the effect of a *slow* spell cast by a 37th level caster as they try to work through the "revelations" that circle through their minds. Further, divine spellcasters are unable to cast any spells or call on unique powers during the nine round duration of Deconstruct as they struggle to work through their momentary loss of faith.

Second, Caim can Deconstruct magic. As a free action once every 1d4 rounds, Caim can counterspell any spell or spell-like ability as if he had a ready action prepared. 1/day, Caim may also channel his ability to Deconstruct magic into a *disjunction* spell that targets only what Caim wants to affect. In any case, Caim's ability to Deconstruct magic functions as if he were a 37th level caster (41st level if Black Rhetoric is drawn).

Infernal Enlightenment (Su): As the Duke of Logic, Caim is often viewed as an enlightening force to those unfamiliar with his true nature. Across the Cosmos, Caim often appears just as civilizations are on the brink of intellectual expansion and social growth. There are no times better than these for Caim to sew seeds of Lawful Evil ideals within the foundations of future societies. Over the millennia, these opportunities have allowed Caim to master countless languages; in game terms, this grants him the epic feat Polyglot as a bonus feat.

Caim can also offer his ability to argue to those who seek to change the world. 3/day, Caim can provide Infernal Enlightenment. Those who accept Caim's offer for Infernal Enlightenment are gifted with a greatly expanded ability to offer powerful, philosophical arguments that downplay ethics and/or morality. The client receives a +3 bonus to her Charisma, while her Intelligence and Wisdom each suffer -2 penalties; interestingly, if the client used her Intelligence or Wisdom as a modifier for spellcasting purposes, she now uses her Charisma bonus instead. Caim can grant Infernal Enlightenment up to three times to the same individual, although he must wait three days between each offer.

Each time the victim takes advantage of Caim's Infernal Enlightenment, she immediately shifts one step closer to Lawful Evil in alignment, although as in Dark Philosophy, the victim never reads as Lawful Evil until it is often too late. Once the victim has benefited from Infernal Enlightenment three times, she becomes Lawful Evil and has the ability to use *mass charm* once per day as a standard action as a caster equal to her character level. The victim herself is under a permanent charm-like effect to Caim.

To free the victim from Infernal Enlightenment, an *atonement* must be offered by a 21st level cleric. While this eliminates the Charisma bonus, it does not return the lost Intelligence and Wisdom; only a successful *quest* completed within 30 days can accomplish this. If the victim does not successfully complete the *quest*, she never regains that which she lost, although her soul is free and pure. Once a victim sees the darkness of Infernal Enlightenment, they are forever immune to Caim's power.

Although he loathes doing so, Caim can use his Dark Philosophy before offering Infernal Enlightenment. In such cases, the target must make a Will save against Dark Philosophy as described above to turn down an offer of Infernal Enlightenment (against which, she'll have a -9 penalty to save).

Infernal Presence (Su): Caim's Infernal Presence has a Will save DC of 31. His caster level is 37th.

Spell-like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *produce flame*,

pyrotechnics, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm* (any), *symbol of pain*; 1/week - *wish*. Caster level 37th; DC 21 + spell level.

Wizard (Illusionist) Spells per day: 5/8/12/8/7/7/6/5/3; base DC 22 + spell level, 28 + spell level for Illusion. Caster level 32nd. As a Duke of Hell, Caim has access to every spell in the *Player's Handbook* save those from the schools of Conjunction and Evocation. Caim prefers spells that will offer vivid illusions of future societies to his clients, or those that enhance his fighting abilities.

Typical Wizard Spells prepared: 0 - *arcane mark*, *daze*, *ghost sound*, *prestidigitation*, *resistance*; 1st - *chill touch*, *color spray*, *identify* x2, *nystul's magic aura*, *shield*, *true strike*, *ventriloquism*; 2nd - *false life*, *fox's cunning*, *mirror image*, *misdirection*, *obscure object*, *resist energy*, *spectral hand*, *touch of idiocy*; 3rd - *arcane sight*, *deep slumber*, *displacement* x2, *haste* x2, *hold person*, *ray of exhaustion* x2, *slow*, *vampiric touch* x2; 4th - *enervation*, *locate creature*, *mnemonic enhancer*, *phantasmal killer*, *shadow conjuration* x3, *stoneskin*; 5th - *baleful polymorph*, *false vision*, *nightmare*, *seeming*, *shadow evocation* x3; 6th - *disintegrate*, *eyebite*, *geas/quest*, *mage's lucubration*, *mislead* x2, *veil*; 7th - *greater shadow conjuration* x3, *project image* x2, *spell turning*; 8th - *antipathy*, *greater shadow evocation*, *moment of prescience*, *scintillating pattern*, *screen*; 9th - *shades*, *time stop*, *wish*.

Possessions: *Black Rhetoric*, *amulet of the planes*, +4 bracers of armor, +5 ring of protection, and a ring of wizardry III. *Black Rhetoric* is a recent gift from Disparter. A beautifully crafted sword with a black blade covered in ancient runes, *Black Rhetoric* grants Caim a +4 bonus to the DCs and caster level of all spells, spell-like effects, or supernatural abilities that require verbal communication while drawn.

Summoning Caim

All that Caim truly demands as a sacrifice conducive to his summoning is a crowd. No less than 9 additional personages should be present during the summoning, willing or unwilling. For the opportunity to speak with Caim, each participant (including the extra personages) loses 500 XP when Caim appears. He uses this XP to fuel the costs of a *wish* if needed as his side of any bargain made.

Once the summoning has taken effect, the area dims (or, in if previously dark, brightens) until it is as if the area was suffused by the soft light of the moon and stars. Footsteps can be heard in the distance, and after several rounds, Caim walks into the soft light as if from a great distance away. He will take the time to speak to all present, using spells and spell-like abilities to convince them to follow a path which he has designed, for the first few minutes of the summoning. Should the summoner become impatient, Caim uses his logic to disabuse the summoner of his rudeness. Following this, Caim will listen to any proposals or requests, and make those bargains that he sees as ultimately benefiting him and Hell.

When all is finalized, or the summoning ends, Caim bows to those present, and then disappears in a puff of smoke, the type expected of cheap street magicians who use no true power, only smoke and mirrors. The smoke wafts throughout the area, and should the summoner have neglected to put in place the proper protective

magicks, those who inhale the smoke must make a Fort save DC 12 or suffer the effects of being poisoned with sufferfume (this poison is described in the *Book of Vile Darkness*).

TITIVILUS, Herald of Dispater

Duke of Hell

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: An iron colored scroll with red bat-like wings sprouting from either side on a black, inverted triangle.

Duelist 10/Rogue 10

Hit Dice: 20d8 + 10d10 + 10d6 + 240 (560 hp)

Initiative: +21

Speed: 50 ft., fly 90 ft. (good)

Armor Class: 63 (+8 armor, +12 Dexterity, +9 canny defense, +21 natural, +3 profane), touch 34, flat-footed 63

Base Attack/Grapple: +30/+31

Attack: *Tongue Lasher* +47 melee (1d6+6 + 2d6 (precise strike) + 2d6 (unholy) + 1 Charisma damage per wound /18-20/x2 plus *confusion*)

Full Attack: *Tongue Lasher* +47/+42/+37/+32 melee (1d6+6 + 2d6 (precise strike) + 2d6 (unholy) + 1 Charisma damage/18-20/x2 plus *confusion*)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Acrobatic charge, *call devils*, Infernal Presence, precise strike +2d6, Scathing Tongue, sneak attack +5d6, spell-like abilities, Twisting Tongue

Special Qualities: Duke of Hell qualities, damage reduction 20/good and silver, darkvision 60 ft., deflect arrows, elaborate parry, enhanced mobility, evasion, grace, immunity to fire and poison, improved uncanny dodge, Power of the Pen, regeneration 6, resistance to acid 20 and cold 20, see in darkness, slippery mind, spell resistance 41, telepathy 500 ft., trap sense, uncanny dodge

Saves: Fort +28 Ref +40 Will +35

Abilities: Str 13, Dex 35, Con 23, Int 28, Wis 36, Cha 29

Skills: Appraise +22, Balance +41, Bluff +52, Climb +22, Concentration +29, Decipher Script +13, Diplomacy +60 (+66 with evil beings), Disable Device +16, Disguise +44 (+49 when acting), Escape Artist +32, Gather Information +20, Hide +45, Intimidate +29 (+35 against evil beings), Jump +40, Knowledge (arcane) +31, Knowledge (nature) +10, Knowledge (the planes) +36, Knowledge (religion) +27, Listen +44, Move Silently +45, Open Locks +17, Perform (oratory) +29, Search +41, Sense Motive +31, Sleight of Hand +22, Spellcraft +45, Spot +51, Survival +13 (+15 on another planes, +15 when tracking), Tumble +47.

Feats: Corrupt Spell-like Ability ^B, Dark Speech, Dodge, Expertise, Fly-by Attack, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Negotiator, Quicken Spell-like Ability (*blasphemy*), Spring Attack, Weapon Finesse.

Epic Feats: Epic Evil Brand ^B, Epic Reflexes, Epic Skill Focus (Diplomacy), Superior Initiative

Environment: Dis, Second of the Nine Hells of Perdition

Organization: Solitary, or troupe (1 - 6 erinyes and 1 - 2 pit fiends)

Challenge Rating: 29

Treasure: Triple standard plus *Tongue Lasher* and +8 *bracers of armor*

Alignment: Lawful Evil

One of the best known of the Courtiers of Perdition, Titivilus the Duke of Misinformation has long served as Dispater's Herald and advisor. It is believed that Dispater keeps Titivilus close for two reasons. First, the clever Lord of the Second values Titivilus' scheming, crafty nature, recognizing a kindred spirit in the Duke. Second, Dispater knows better than to ignore one almost as crafty as himself, aware that Titivilus, despite his weak physical strength, could be a threat to Dispater's power.

Titivilus is completely and wholly evil. The Herald of Dispater easily disguises his corrupt nature behind his vast, and amusing, command of language. Often speaking in complex rhymes, Titivilus is considered one of the best tempters in Hell. As such, Titivilus splits his time between meeting with other members of Hell's nobility (including the other Lords of the Nine), various gods and other beings of power on Dispater's behalf, as well as actively pursuing the most debased souls in Mortal Coil and elsewhere that have betrayed their ethics. When in the Material Plane, Titivilus offers mortals cruel gossip, debauched tales, and lewd rumors that serve only to distract their minds from more important concerns, like salvation and helping their fellows. These fools become so caught up in the scandals of distant personalities and lands that they are never aware of the threats in their own backyard. They continue to witlessly toil under the heel of invisible masters, the trivial information they have been given serving as pacifiers.

To Titivilus, knowledge for the sake of knowledge is worthless. He could not care less about knowing why celestial winds stink with goodness, or why Dark Speech causes the ears of mortals to bleed. What he does care about is the fact that there are so many out there interested in all manner of information. Titivilus is ever ready to acquire such information and sell it to the highest bidder. Most amusing to Titivilus is the fact that he himself is rarely certain if the news he comes by is accurate or not. This attitude puts him in a bizarre relationship with the Dukes of Cania, for whom thought and knowledge are pursued for their own sake. On the one hand, the Courtiers of Cania value the information Titivilus teases them with, hoping that some of it will lead them to the next big discovery. On the other hand, the Dukes of Cania despise the fact that the well-traveled Titivilus always seems to know a little bit more than he lets on, not to mention the fact that much of what he reports is incomplete if not totally untrue. Titivilus is not like the Dukes of Maladomini who seek information for the sake of controlling others. Instead, Titivilus is interested in scraps of paper and sound bytes that sound interesting and seem filled with promise that he then turns around and offers to those too foolish to do enough research for themselves. He passes on worthless information that sounds as important as it is meaningless. And, more importantly, he hoards information that could be used to help others not because he needs the information but because he can. Thus, the Dukes of Maladomini and the Order of the Fly find a kindred spirit in Titivilus, although not a single one trusts him.

As Dispater's Herald, Titivilus has access to more information about Dis and its Iron Duke than any other Courtier in Perdition. Consequently, Titivilus is ac-

corded a great deal of respect due to this position, even among higher-ranking nobles. He has also garnered no little hatred from his peers as he has routinely reported on the activities of his peers if he felt that doing so would increase his already enviable station. Most have done well to conceal their animosity towards the Herald to date, although if any opportunity ever arises to cast the "Little Duke" (a derogatory term often used when it is believed that Titivilus is not around) down, all will take it. Needless to say, Dispater trusts Titivilus to be honest with him up to a point; after all, Dispater knows his Herald's mind as well as he knows the mind of anyone and is well aware of what would prompt Titivilus to betray him (the certainty of greater power). Dispater always keeps close observation on his Herald and, as Titivilus knows this, the Duke of Misinformation tends to do his jobs for Dispater well knowing that to betray Dispater would mean long-term, grisly torture. Among the other Courtiers of Dis, Titivilus counts only Merorem the Darkwind as a somewhat trustworthy ally. For reasons known only to the Grand Duke of the Ebon Gale, Merorem has regularly assisted Titivilus in efforts to discredit not just fellow Peers of Dis, but Dukes and Grand Dukes across Hell. So far, Merorem has not called in any favors, and Titivilus is beginning to consider finding the means to greatly embarrass The Darkwind and ensure that he is never in the position to receive payment for his many services. After all, no good deed goes unpunished in Hell. Beyond his liege and Merorem, Titivilus treats all other Dukes in a friendly fashion, although he always makes it clear that he knows more than they know and that he is more than willing to sell more information to them if offered the right price.

Titivilus is small compared to most Courtiers of Perdition, just 5'5". He has a cherubic, perpetually smirking face with large child-like eyes, small horns, pointed ears, and red hair under a small hat. Relatively small bat-like wings sprout from his back, and his legs are like those of a goat. At first glance, he resembles a cute, well-groomed satyr. Titivilus dresses in elaborate heraldry bearing the symbol (an iron rod) and colors (red and steel gray) of Dispater, although his flowing cape is a majestic blue. Depending on the situation, Titivilus's voice may be like that of an announcer, or a whispering conspirator; when he is in an especially theatrical mood, Titivilus loves shouting like a fire and brimstone preacher. Despite these changes, everything Titivilus does serves the benefit of himself, Dispater, and the Legions of Hell.

Combat

Titivilus loathes physical confrontations. Used to talking his way out of dangerous situations, he tends to do his best to avoid fights. However, as a Duke of Hell, Titivilus is more than capable of dealing with any foes foolish enough to attack him. Typically, he will try to scare off attackers with his Infernal Presence.

Titivilus will usually begin with an assault from his Scathing Tongue against foes he believes are incapable of dealing a lot of damage. He will then begin casting *charm monster* against various attackers, typically targeting burly fighter types, who he then orders to occupy any troublesome spellcasters. Although evil, Titivilus has too many important matters to attend to; as a result, after a few of his enemies are dead, he'll typically *teleport* away and leave the situation to resolve itself.

Against more dangerous foes, Titivilus will *summon*

cornugons or gelugons to occupy enemies and then *teleport* away to a safe distance where he can cast *unholy aura* and *greater invisibility* on his person. He will then *teleport* back within 20 feet of the combat and cast *deeper darkness*. He will follow up with *greater dispel magic* and *desecrate*. Then, he will target arcane spellcasters with *destruction* and ranged attackers with *mass hold monster*. If after two rounds of this kind of assault most of his foes are still standing, Titivilus will *summon* in more cornugons or gelugons and cast a *meteor swarm*. He will pepper the field with verbal assaults from his Twisting Tongue.

Only the gravest of circumstances can force Titivilus into melee.

Call Devils (Sp): Once per day, Titivilus can automatically *call* 12 lemures, 8 barbazus or erinyes; 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than *summoned*, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day, Titivilus may *summon* 12 lemures; 8 barbazus or erinyes, 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends (Titivilus may either *call* or *summon* in a day; he may not do both). Titivilus does everything possible to avoid a fight, but if pressed, he will *call* one pit fiend and then instruct it to *summon* more devils. In most cases, Titivilus is accompanied by two erinyes "bookkeepers;" these erinyes are advanced to 27 HD and can attempt to *summon* assistance at Titivilus' command.

Infernal Presence (Su): Titivilus's Infernal Presence has a Will save DC of 29. His caster level is 29th.

Power of the Pen (Ex): As Dispater's major domo, herald, and chief diplomat, Titivilus is very active with all beings the Lord of the Second deals with, particular greedy mortals. Titivilus oversees most of the most lucrative arrangements and agreements between Dispater and those mortals looking for more power. Knowing how keen his master is on having every agreement signed and in writing, Titivilus always procures the necessary documents from clients and often uses this power to facilitate such meetings. Thrice per day, Titivilus can use the Power of the Pen. Essentially, Titivilus can accomplish one of three things with the Power of the Pen each day. Firstly, Titivilus can draft a document with a set of terms favorable to him and his master and detrimental to the client; the client sees something entirely fair unless he succeeds in a Will save DC 29. Second, Titivilus can magically alter any scripted document, almost completely hiding the fact that it's been manipulated; this power is so potent that it can completely adjust a former pledge or agreement. Victims gain another Will save DC 29 to avoid their fate being adjusted. Finally, Titivilus can use Power of the Pen to draft up to nine spell levels of scrolls as if he had the Scribe Scroll feat, although he has no cap on the spell level, cannot add any metamagic feat to the spell(s), and can complete the scroll as one standard action per spell level.

Scathing Tongue (Su): In combat Titivilus can use this ability to confuse and enrage his enemies. All within 20 feet of Titivilus, tired of his insults and prancing about, act rashly and without confidence, earning -3 circumstance penalties to their AC, attacks, initiative, and saving throws unless they succeed in a Will save DC 29. Titivilus can initiate his Scathing Tongue as a free action. The ability lasts nine rounds.

Spell-Like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*,

desecrate, detect good, detect magic, fireball, flame strike, greater dispel magic, greater invisibility, greater teleport (self plus 1,000 pounds), magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, suggestion, unhallow, unholy aura, wall of fire; 3/day - destruction; 1/day - meteor swarm (any), symbol of pain; 1/week - wish. Caster level 29th; DC 19 + spell level.

Tongue Lasher: A gift from Dispater, Titivulus always carries this elaborately designed and bejeweled +5 *unholy humiliating rapier*, although he rarely finds cause to use it. On a successful critical hit, Tongue Lasher automatically casts *confusion* on victims as a 29th level caster with no save; *confused* victims babble senselessly for the duration of the effect.

Twisting Tongue (Su): Aside from his master, Dispater, and Asmodeus himself, there are no devils in Hell that can challenge Titivulus's mastery of language and verbal manipulation. In conversation or in combat, Titivulus's ability to confuse and obfuscate is legendary. 3/day as a standard action, Titivulus can use his Twisting Tongue. In normal conversation, Titivulus can speak so fast and use such strange words that it becomes difficult to determine if he is being honest, while he in turn causes his victims to fall over their own words, revealing potentially vital information. Titivulus gains a +20 circumstance bonus to his Bluff, Diplomacy, and Sense Motive while all those within 20 feet of the Herald of Dispater suffer a -10 circumstance penalty to their Bluff, Diplomacy, and Sense Motive checks if a Will save DC 29 is not achieved. Effects associated with Twisting Tongue persist for nine rounds after leaving the area of effect.

Possessions: *Tongue Lasher* and +8 bracers of armor. As a Duke of Hell and the most influential member of Courtiers of Perdition serving in the Iron Tower of Dis, Titivulus has access to three times the treasure for his CR. However, he rarely has the time (or in his mind, the need) for it, preferring to use his wit and charm to overcome his enemies.

Summoning Titivulus

Titivulus does not have a sacrifice *per se* that he requires in order to successfully summon him. Rather, he requires that the summoning be performed using alternate words to those normally used – specifically, a lengthy sonnet that incorporates the necessary formulas in such a fashion as to hide its purpose. The same sonnet never works twice, and thus it is necessary to arrange for a new composition at each summoning. For those able to compose poetry themselves, the research and development cost is 1,800gp. If a bard or similar must be hired to do the work, the cost is 3,600gp. This development is taxing on the soul, costing the composer 1/25th of the development cost in XP.

As the composition is read and the summoning draws near to fruition, the words spoken start to take on the manifold hues of the rainbow, darting from the caster's mouth to the middle of the summoning area. These words then reform and twist themselves into the visage of the Herald of Dispater himself. When he is entirely summoned, Titivulus gives a small bow, and usually makes a response to the prose with some off-the-cuff poetry of his own. Once this is done, he is ready to get down to business, although his words demonstrate throughout the exchange how willing he is to play with

words and meanings in order to gain the upper hand – or even for amusement.

When the summoning is at an end, Titivulus once again breaks into prose; with each phrase, he appears to unravel, leaving the words as glowing sigils in the air. This prose is not related to the summoning, and each who listens hears something different. If the recommended magicks are not in place to protect the summoner and his aides, each creature present is targeted by a *suggestion* that they make a new composition and attempt to summon Titivulus again (even if the target cannot perform the summoning, they nonetheless make the attempt and toil needlessly – to the delight of the Herald of Dispater). A successful Will save DC 12 negates this effect.

MELCHOM, Duke of Profit

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: An open white ledger, a black pen down the spine, with a gold coin resting on each page on a green, inverted triangle

Rogue 20

Hit Dice: 20d8 + 20d6 + 320 (600 hp)

Initiative: +18

Speed: 50 ft.

Armor Class: 58 (+8 armor, +5 deflection, +10 Dexterity, +23 natural, +3 profane, -1 size), touch 27, flat-footed 58

Base Attack/Grapple: +30/+41

Attack: *Stylus* +42 melee (1d6+13 + 2d6 (unholy) + 1 Constitution damage 19-20/x2)

Full Attack: *Stylus* +42/+37/+32/+27 melee (1d6+13 + 2d6 (unholy) + 1 Constitution damage 19-20/x2)

Space/ Reach: 10 ft. /10 ft.

Special Attacks: *Call devils*, Infernal Presence, sneak attack +10d6, spell-like abilities, Tax

Special Qualities: Boon of the Bourgeois, damage reduction 20/good and silver, darkvision 60 ft., defensive roll, Duke of Hell qualities, Haggle, immunity to fire and poison, improved evasion, improved uncanny dodge, regeneration 8, resistance to acid 20 and cold 20, see in darkness, skill mastery (Appraise, Bluff, Decipher Script, Disable Device, Disguise, Escape Artist, Forgery, Intimidate, Move Silently, Open Locks, Sleight of Hand, Use Magical Device), slippery mind, spell resistance 46, telepathy 500 ft, trap-finding, trap sense +6

Saves: Fort +30, Ref +32, Will +33

Abilities: Str 25, Dex 31, Con 27, Int 29, Wis 28, Cha 26

Skills: Appraise +45, Balance +14, Bluff +66, Climb +28, Concentration +29, Decipher Script +32, Diplomacy +16 (+22 with evil beings), Disable Device +33, Disguise +53 (+57 when acting in character), Escape Artist +20, Forgery +34, Gather Information +36, Hide +51, Intimidate +57 (+63 against evil beings), Jump +32, Knowledge (arcane) +30, Knowledge (local) +22, Knowledge (nature) +30, Knowledge (planes) +30, Knowledge (religion) +30, Listen +34, Move Silently +31, Open Locks +33, Search +50, Sense Motive +32, Sleight of Hand +40, Spellcraft +23 (+25 to decipher scrolls), Spot +30, Survival +11 on another plane, +13 while tracking, Tumble +40, Use Magical Device +31 (+35 to use scrolls), Use

Rope +10 (+12 with bindings)
Feats: Corrupt Spell-like Ability ^B, Deceitful, Dodge, Improved Initiative, Iron Will, Mobility, Persuasive, Quicken Spell-like Ability (*power word stun*), Skill Focus (Bluff)
Epic Feats: Epic Evil Brand ^B, Epic Skill Focus (Appraise), Epic Skill Focus (Bluff), Self Concealment x2, Superior Initiative
Environment: Minauros, Third of the Nine Hells of Perdition
Organization: Solitary or attaches (2 - 4 pit fiends)
Challenge Rating: 34
Treasure: Triple standard plus *Stylus, The Ledger*, +8 *bracers of armor*, +5 *ring of protection*
Alignment: Lawful Evil

More than any other fiends, devils are known for their predilection for drafting contracts with those with whom they deal. Legends and myths associate devils appearing to work out deals with foolish mortals, promising them wealth and power in return for mortal souls. These deals are often signed with the mortal's blood, consigning the mortal's soul to unending torment in Hell once the contract has been fulfilled. In many ways, these legends are not exaggerations for at least one Duke of Hell comes close to actualizing these stories. That Duke is Melchom, the Treasurer of Minauros.

Like most of Mammon's Courtiers, Melchom rarely finds himself at the beck and call of his master as he spends the bulk of his time bringing ever more material wealth to Minauros in order to satiate not only the greed of Mammon, but his own avarice as well. Like Mammon and most of the other Courtiers of Minauros, Melchom is consumed with material gain with the least amount of work on his part. What is more, Melchom is also responsible for the coffers of Minauros; the coffers must always be overflowing with gold and platinum or else Melchom's existence becomes forfeit. Clearly, Melchom excels at his job as he has served Mammon longer than almost any other Duke of Hell.

Melchom seeks to fill his pockets with as much coin as possible by granting improved skills to workers but not compensating them appropriately for their efforts. To many beyond Hell, this behavior would apparently place Melchom closer to Dispaten than Mammon; however, there is no real confusion. Melchom does value the skill of his workers. The faster they complete a project, the sooner he can turn a profit. The more his workers think they are being treated fairly, the more productive they become, which results in greater production and a heavier purse for Melchom. This contrasts with the attitudes of Dis in which there is no concern about valuing those who toil under the oppressive weight of a corporate structure, never receiving any increased knowledge or even the illusion of improvement. In Dis, there is naught but stagnation or the slow movement of a lead wheel, while for Melchom everything must happen quickly in order for his coffers to expand.

But, herein lies the evil associated with Melchom. Not only does Melchom not compensate his workers properly, he only grants them enough to make them productive for his own wealth. Once he is done with his workers, they are cast aside unless they can prove their worth in some other manner. Most cannot and these are often sold to the allies of Dis.

In Hell, Melchom has a comfortable relationship with

his liege. Although the two share a mutual distrust, Mammon has not been able to satisfactorily prove that Melchom has robbed him, likely because the Duke of Profits is either too good with balancing the books or because he is a loyal servant. Mammon knows the answer is the former and has a grudging respect for Melchom's abilities. Melchom has healthy business arrangements with virtually every Lord of Perdition that interacts with mortal clients. The strongest partnership he claims is with Scax. These two Dukes of Minauros have carved up entire worlds; while Scax enriches and curses, Melchom taxes and makes everyone destitute. Both Dukes have benefited greatly from each other. Still, Melchom does not particularly like Scax, whom he perceives as haughty and overweening; fortunately for both Dukes, Melchom is not interested enough in Scax's responsibilities to attempt assuming them. Beyond Mammon and Scax, Melchom counts his greatest allies among the Courts of Dis and Cania. In Dis, Melchom has an excellent relationship with Caim, the Duke of Logic, from whom he acquires the bulk of his business contacts in the Mortal Coil; he also has a relatively open line of communication with both Glasya and Dispaten through their erinyes. Among the Dukes of Cania, Melchom deals most frequently with Leonar. There are many foolish spellcasters who require plenty of laborers and supplies in pursuit of their endeavors, and Leonar directs such unscrupulous individuals to Melchom, who reaps greatly from this service. In return, Melchom greatly discounts all material items he offers to Leonar. Recently, Melchom has opened up lines of communication with the Court of Stygia; although aware of Leviathan's treacherous intent, Melchom believes that so long as none of Leviathan's machinations come to fruition he does not have to worry about what the Prince does with his services. For centuries, Melchom has had business contacts with all kinds of fiends, even demons. To date, those who have worked with Melchom know that he charges far more than necessary; however, most willingly pay his exorbitant prices since without his aid, their schemes would not have been successful.

Melchom appears as a large humanoid male dressed in unassuming merchant's attire usually dark green and mustard in color with hints of silver and gold jewelry. His hands are large and almost ape-like; despite this, his penmanship is graceful. His head is somewhat too large, and he has a rat-like muzzle beneath a heavy, simian brow. A pair of small horns grows from the bushy mass of wiry hair that tops his head. A rat-like tail twitches from the base of his back, apparently as a useless appendage. Melchom always carries his *Stylus*, a magical writing instrument made from the teeth of all ten common species of true dragons, and his *Ledger*, which is chained to his right arm at all times. If this book were to ever get into the hands of mortals seeking to escape the collectors of Hell, many souls would be freed. To date, all who have tried to steal Melchom's *Ledger* have met terrible, permanent fates.

Combat

Melchom is not a combatant. As soon as combat appears imminent, he orders the 2 to 4 pit fiends who always accompany him to handle the problem. If it appears that his bodyguards are outmatched, Melchom will *summon* more devils before teleporting from danger.

In the unlikely event that Melchom has to engage in

battle, he will call on his Infernal Presence before covering the surroundings with a *meteor swarm*. In the next round, he will cast *mass hold monster* or *power word stun* depending on how many adversaries remains standing. He will then select the weakest looking opponents for *destruction* spells.

Boon of the Bourgeois (Su): Melchom is often contracted by unscrupulous guilds leaders and artisans seeking to increase their productivity without necessarily having to pay for it. These men and women call on Melchom, only a few unaware of his true nature, to appear and grant greater talent either to them or (preferably) to their employees. Thus, the employers take advantage of their worker, while the workers ignorantly consign their immortal souls to Hell.

Three times per day, Melchom can call on Boon of the Bourgeois. Through the Boon, Melchom can increase the productivity of those who agree to the Duke of Profit's terms. Melchom can either provide a +13 bonus to any Craft or Profession skill or once a day he can provide an Item Creation Feat as a bonus feat even if the client does not meet the prerequisites. The bonus to skills or the additional feat typically last for up to nine weeks, although Melchom has been known to offer both longer and shorter terms.

The client can use the Boon in any fashion he sees fit, although in most cases it is to increase work and productivity either for himself or for an employee. However, every time the client either makes something using the Craft skill or is involved in some kind of work associated with his Profession, there is a 3% chance that the result of the work will be flawed or faulty. (Any time a client uses his Craft or Profession skills, rolls are done without his knowledge). This percentage is cumulative over the course of the work with results as follows:

Craft check: The resulting item will be perfect in form and it will take 1/3 of the time to complete. However, it will cost the crafter 3 times the amount in cost and materials. Furthermore, there will be a general wrongness about the item that will result in few wanting to buy it; such items read as evil when *detect evil* is cast upon them, although there is not an associated aura strength. In essence the item has the stink of evil that unconsciously repulses good and neutral potential buyers. Evil buyers may purchase such items. Finally, any money procured upon a successful sale is lost to the crafter, disappearing from his possession and ending up in the coffers of Melchom in Hell.

Profession check: The client commits an action that ends up having dramatic and adverse ramifications for his role in the profession in question. Not only does the client lose 3 times the amount in gold he would have made within the course of a week, he also runs the risk of committing a dreadful act that ends his career (this would have to be carefully adjudicated by the DM). Furthermore, all money made a week after the loss of income is magically transported to Melchom's treasury in Hell.

Any item created by a client who took an Item Creation feat always reads as Lawful Evil, although this does not necessarily translate to the item having an axiomatic and unholy enhancement. Furthermore, such items appear to be unwieldy, clumsy, and extremely gothic in appearance. There is a flat 50% chance that any item created with an Item Creation feat granted by Melchom that the final result is a cursed item that promotes the cause of Hell. In any case, although these items are not

sentient, there is a 30% chance that if the item is used in pursuit of an act of goodness or chaos that it will break without warning, ceasing to function.

Those who take advantage of Melchom's Boon of the Bourgeois risk eternal damnation if ever they use their newfound gifts. After the nine week period is met, the victim's soul is considered Melchom's property and he can do with it as he pleases. Melchom often arranges "accidents" to befall these unfortunates; sometimes an imp pushes heavy machinery onto a blacksmith, or an inn collapses on the inn keep courtesy of an osyluth. Once dead, the soul is consigned to Minauros in Hell. Only those who gain *atonement* from a cleric of at least 21st level and then undergo a *quest* to buy back - at full price - whatever their talent wrought within another nine weeks (during which, Melchom will not harm them since their souls would not be his) can cleanse their soul of Melchom's Boon of the Bourgeois.

Call Devils (Sp): Once per day, Melchom can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Caim may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Melchom may either *call* or *summon* in a day; he may not do both. Melchom believes that he is one of Hell's most important commodities. As such, as soon as he feels that his health is in danger, he begins *summoning* pit fiends.

Haggle (Su): With a sniff of his rat-like muzzle, Melchom can determine the value of any mundane material item he sees and examines for at least six rounds. Once Melchom determines an item's true value, he can Haggle.

In attempting to buy or sell any material item or service, Melchom acquires a +13 circumstance bonus to his Bluff and Sense Motive checks. Furthermore, the Treasurer of Minauros can also attempt to convince those with whom he is Haggleing to do a service for him without earning compensation for the work once a day. In such situations, this element of Haggleing affects all potential workers within 30 feet of Melchom, requiring them to make a Will save DC 28. They end up thinking that they heard a price offered when indeed none ever was.

Infernal Presence (Su): Melchom's Infernal Presence has a Will save DC of 28. His caster level is 29th.

Spell-like Abilities: At will - *animate dead, blasphemy, charm monster, create undead, deeper darkness, desecrate, detect good, detect magic, fireball, flame strike, greater dispel magic, greater invisibility, greater teleport* (self plus 1,000 pounds), *magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, suggestion, unhallow, unholy aura, wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm* (any), *symbol of pain*; 1/week - *wish*. Caster level 29th; DC 18 + spell level.

Tax (Su): Melchom can cause the value and efficacy of material objects to decrease thrice per day. All items within 30 feet of Melchom must make a Fortitude save DC 28. Failure indicates that the value of the item (reflected in its appearance, ability to use safely, and the like) is reduced by half unless the item was a masterwork. Masterwork items simply become mundane. Magical items within the area risk losing a 50% reduc-

tion in enchantment (in the case of items bearing a numeric modifier) or becoming cursed (if the magic item possess only +1 enhancement, it is reduced to a master-work item). Artifacts are not affected.

Finally, Melchom can also affect coins and other forms of currency. Unclaimed coins are simply reduced by one standard; i.e., gold coins become silver coins. If the coins are claimed, then the owner makes a Will save DC 28 for the coins. Melchom acquires the lost coin value.

The Ledger (major artifact): Always attached to his arm by a silver chain and lock is *The Ledger* of Melchom. The *Ledger* is a large book, the covers made from the scales of a great black wyrm; the only markings on the cover are Melchom's symbol on the spine. The pages are said to be made from trees in Mount Celestia, many pointing to the gold aura they radiate as the pages are turned. Although it appears to have about 81 pages, the *Ledger* is actually infinite in pages. Every single contract Melchom has written up is found in the *Ledger*; there are rumors that every contract in Hell that focused on material gain is found in the *Ledger*. Melchom has no problem traversing the book, flipping to entries with no effort. It is unclear if others can use the book safely without Melchom's allowance since *The Ledger* is always in his possession.

Every time Melchom makes a contract with a client (including those from his Boon of the Bourgeois), he places the terms of the contract in *The Ledger*. The client must sign *The Ledger* before Melchom carries through with his part of the bargain; although there are persistent rumors of Melchom requiring the blood of victims, any mundane writing instrument will do. Anyone reading the contract in *The Ledger* sees what they want to see and never sees the fine print that consigns the victim's undying soul to Hell; the client must specifically ask to see any and all fine print. Additionally, once a victim signs *The Ledger*, Melchom can effortlessly track him for nine weeks. This power traverses planes and only the abodes of gods and cosmic entities can deny Melchom information on a client's whereabouts, and even then the god or cosmic entity must specifically choose to block Melchom's tracking attempts.

Once per day, Melchom can use his *Stylus* to write in *The Ledger*, allowing him to attach a rider as part of a contract. The rider on the contract includes additional stipulations for the client. This functions as a *quest* spell cast by a 29th level cleric with no save once the client signs with the following adjustments. First, the client has one week to begin work on the rider before adverse affects from the *quest* take affect. Second, in addition to the traditional *quest* penalties, the client also suffers one negative level once a week every time he falls short of completing the assigned task. The only way to eliminate a rider from Melchom's *Ledger* is to *atone* as described in Boon of the Bourgeois.

Possessions: *The Ledger*, *Stylus*, +8 bracers of armor, +5 ring of protection, and an amulet of the planes. As the Treasurer of Minauros, Melchom has access to a remarkable amount of silver, gold, and platinum. It is in this kind of wealth that makes up most of his treasure. Thus, Melchom has triple the standard wealth associated with a CR 34 creature, but 75% of this is taken up by coins and gems.

Summoning Melchom

Melchom has simple – if expensive – demands for a sacrifice used to summon him: wealth. Using only rare gems, the summoners must sacrifice the equivalent of 6,666gp to the Duke of Profits.

At the end of the summoning ritual, the sound of tinkling coins fills the air, and a fiendish eye appears reflected in each gem, one by one. The gems seem to stretch and grow, slowly forming into a crystalline effigy of the Duke of Profit. The statue then shatters, and Melchom stands before his summoners.

Melchom first picks up the fragments of gems, scattered by his appearance, and pockets them, before opening his ledger and asking the name and details of the summoners. He will quickly ascertain whether the summoners have any outstanding debts owed to Hell; if so, he will bargain even more ruthlessly than usual.

The Duke of Profit will proceed to offer Boon of the Bourgeois to the supplicants; if they refuse, or seek something else, Melchom will use his Haggle ability throughout negotiations.

At the end of the meeting, Melchom simply disappears, with no spectacle or fanfare.

SCAX, Duke of Riches

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: An hourglass etched on a golden coin, set against a black, inverted triangle

Arcane Trickster 10/Rogue 3/Sorcerer 7

Hit Dice: 20d8 + 3d6 + 17d4 + 320 (566 hp)

Initiative: +10

Speed: 50 ft., fly 90 ft. (average)

Armor Class: 51 (+10 Dexterity, +23 natural, +6 armor, +3 profane, -1 size), touch 22, flat-footed 41

Base Attack/Grapple: +30/+39

Attack: *Ruin* +43 melee (2d6+9 vile and poison) or slam (2d6+5)

Full Attack: *Ruin* +43/+38/+33/+28/ melee (2d6+9 vile and poison) or 2 slams +34 melee (2d6+5) and 2 wings +32 melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: *Call devils*, Impromptu Sneak attack 2/day, Infernal Presence, Ranged Legerdemain 3/day, Root of All Evil, sneak attack +7d6, spells, spell-like abilities

Special Qualities: Duke of Hell qualities, damage reduction 20/good and silver, darkvision 60 ft., evasion, immunity to fire and poison, regeneration 8, resistance to acid 20 and cold 20, see in darkness, spell resistance 46, telepathy 500 ft., trapfinding, trap sense +1

Saves: Fort +30, Ref +32, Will +33

Abilities: Str 21, Dex 31, Con 27, Int 29, Wis 30, Cha 29

Skills: Appraise +45, Bluff +52, Concentration +51, Diplomacy +53 (+59 with evil beings), Disguise +45 (+49 acting), Escape Artist +50, Forgery +35, Gather Information +45, Hide +46, Intimidate +39 (+45 against evil beings), Knowledge (Arcana) +19, Knowledge (History) +29, Listen +23, Move Silently +46, Open Lock +46, Search +35, Sense Motive +46, Sleight of Hand +69, Spellcraft +52, Spot +23, Survival +10 (+14 Tracking), Use Rope +12 (+16 with bindings)

Feats: Combat Expertise, Corrupt Spell-Like Ability ^B, Deft Hands, Eschew Materials, Exotic Weapon Proficiency: Bladed Gauntlet, Extend Spell, Heighten Spell, Multiattack, Quicken Spell-Like Ability (*greater teleport*), Weapon Finesse

Epic Feats: Epic Evil Brand ^B, Epic Skill Focus (Sleight of Hand)

Environment: Minauros, Third of the Nine Hells of Perdition

Organization: Solitary (Unique) or with guards (5 - 20 Hamatulas)

Challenge Rating: 31

Treasure: Triple standard plus *Ruin*

Alignment: Lawful Evil

The vile Duke Scax serves as Mammon's chief of investments. It is he who determines where the flow of Mammon's wealth is directed, his aim always to do the most harm to the cause of good as efficiently as possible.

Scax represents the distrust that is associated with wealth and power. He destroys reputations, lives and even empires with the calculated usage of money. He is also the patron of those who prey on good intentions and who use charity as a means to line their own pockets.

Many foolish mortals perceive Scax as a vicious liar, which for a devil is not too far from the truth. While all devils twist the truth to their purpose, those who are duped by Scax are amazed at the lengths he has gone to warp the meaning of what they thought was a fairly simple agreement. He is entirely without shame however, and considers treachery merely a rude word for changing one's mind.

Patience is Scax's watchword. He especially loves long term plans that bring in rich rewards, in both souls and money. He particularly enjoys destroying entire generational lines. He is known to lay curses, bringing once rich families to rags. Watching spoiled brats eat their own vomit to survive brings a warm feeling to the cruel Duke, who possesses an odd sense of humor and justice.

Scax is the master of ruining a good name. Orphanages and other charity organizations are often assisted by his money, only to go under when the source of their funding is revealed. (A trail of murdered robbery victims leading to the door is a particular favorite.) Other times the organization will be headed by a particularly cruel and greedy individual, who takes others' charity and turns it to his own gain. The children eat week old gruel while their master partakes of a feast every night. Even when such an organization is brought down, it serves Scax's purpose, by increasing the doubt in the masses' minds about the honesty and integrity of actual service groups.

Scax's Lord treats his chief of investments with doubtfulness at every newly proposed venture. Mammon has a great deal of his own personal wealth invested in Scax's operations, so Scax's existence will become forfeit should he ever fail in his task. However, he is not overly concerned about his master, since his schemes and plans offer Mammon some small justification of the Lord's usefulness to Hell at large. He is very good at his job, and in the end, it is his competence that both damns and saves him. Mammon will not destroy a valuable asset to his own operations, but neither will he suffer a threat to his own power. Scax walks that thin line with care, and so far he has yet to misplace a step.

Scax has a reasonably good working relationship with Melchom, his fellow Duke in Mammon's service. Although Melchom saves money, and Scax spends it, the two have forged an alliance based on mutual beneficence. Scax's schemes tend to produce more money than they cost, and Melchom's expertise with cutting costs and making the most out of every gold piece only improves that. Of course, neither of the Dukes is so foolish as to actually trust the other, but this matters little so long as the arrangement continues to aid them both.

The Duke of Riches possesses a humanoid head, although his nose is elongated like the beak of a stork. Two hateful eyes are set deep in his head. His torso is covered in golden feathers, all of which are razor sharp. His feet are hoofed like those of a goat, and a pair of tattered bird wings extends from his arms to the ground. His hands have abnormally long and spindly fingers on them, which the Duke constantly taps together while speaking. When he speaks, his voice has a metallic quality about it, almost like coins clinking together. Scax is fond of wearing expensive clothing, usually gaudy merchant outfits that showcase his incredible wealth. He is adorned with expensive jewelry, much of it magical in nature.

Combat

Scax avoids straightforward combat as much as possible. Typically he will call in barbazus or hamatulas, before *teleporting* away as quickly as possible. Should the mission at hand prove too important to abandon, Scax will immediately cast *greater invisibility* on himself and *greater dispelling* on his foes to eliminate any chance of them seeing him. He then *summons* reinforcements, typically cornugons in these situations, and *teleports* to a different location where he continues *summoning* real and illusory reinforcements, supplemented with an occasional *fireball*. He uses *feblemind* and *baleful polymorph* quickly against foes who distinguish themselves as formidable, and *haste* on his own person as well as that of his reinforcements. Unless his opponents possess the power to pierce his illusions and *invisibility* through his *dispelling*, he refuses to place himself in physical danger. Should it become unavoidable though, he attempts to flank whenever possible to utilize his devastating sneak attack, using Combat Expertise and *displacement* to keep himself from as much harm as possible. If reduced to 100 hp or less, Scax will immediately flee the battle, regardless of the cost. He bears long grudges though, and is not above harming members of that family, even several generations removed, after a humiliating defeat.

All That Glitters (Su): Scax is a master at disguising his foul, soul stained money as humble, well-intentioned charity. 3/day, when offering monetary goods to an organization, Scax may invoke All That Glitters. The intended recipient of the offering must make a Will save (DC 29 + 1 per 10,000 gp of offering) or be forced to accept it. Should the recipient fail the save, Scax may make one *suggestion* per ten thousand gold pieces offered. There is no save against the *suggestions* offered, but Scax must make them within 9 days of his temptation. Scax normally uses this power to corrupt noble organizations or charities into using their influence in ways that benefit him... and Hell of course.

Call Devils (Sp): Once per day, Scax can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends.

Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Scax may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Scax may either *call* or *summon* in a day; he may not do both. Scax prefers to *summon* osyluths, as their sneaky nature reflects his own, although if physical combat prowess is needed, he generally *summons* hamatulas.

Infernal Presence (Su): Scax's Infernal Presence has a Will save DC of 29. His caster level is 37th.

Root of All Evil (Su): Scax takes pleasure in tainting wealth. Those who obtain money from him in any manner, whether it was freely offered or taken by force, suffer a vicious disease. (Incubation 1d3 days, damage 1d6 Int, Wis and Cha, Fortitude save DC 28) Those who would attempt to remove this disease with magic must succeed at a caster level check against Scax's own spell resistance to affect the victim. However, the ravages of this malady can be abated for one day by offering Scax 100gp per point of ability damage suffered. The victim intuitively knows that he must sacrifice this gold, and often is turned to vile and depraved acts to ease his suffering. The offering is left in a small box in a certain place, and an imp comes daily to bring the gold back to the Duke of Riches.

Sins of the Father (Su): Scax has a unique method of gathering entire generational lines of souls. When one entreats Scax, they must sign a contract, as normal for infernal dealings. This contract is binding for 1200 years, and concerns not only the original signer, (hereafter referred to as the "client") but all of his or her descendants as well. The client, in exchange for his soul, receives financial wealth beyond his wildest dreams. The client receives his HD x 500 in platinum, gold, and silver pieces up front. Every year, he receives an additional amount of platinum, gold and silver coins equal to his HD x 100. As a side effect, the client is extremely fertile after dealing with Scax. If male, there is a 75% chance any female he sleeps with becomes pregnant. If female, there is a 90% chance that she becomes pregnant after any sexual encounter. (Roll 1d4 to see how many children are conceived.) This is to ensure Scax reaps a harvest of souls. After the client dies, whether by Scax's hand or not, everything monetary that the family of the client lies their hands on ends in ruin. All skill checks related to work or earning money suffer a -10 penalty, and only produce half the earned result. Any savings they may have are reduced by one half every month, with this money going into Scax's coffers. This includes trade goods or other material wealth. The result is a family forever crushed by poverty. Those who attempt to help the cursed must make a Will save DC 29 or suffer a -5 penalty to skill checks involving work, similar to that of the cursed themselves. Those who suspect a curse are usually handled by hamatulas should they be too eager in voicing their opinions.

All of the client's descendants' souls are laid claim to by Scax. He holds these souls in stasis, for they are not truly his until the contract is complete. After 1200 years pass, Scax comes to tempt the youngest living descendant of the client, who is usually more than willing to "get rid of his family curse". Should the descendant sign a contract with Scax, the circle is completed and all souls between the original client and the new client are Scax's. Should he refuse to sign, upon his death the souls of his family are released to their proper destinations.

Scax's curse may be lifted by a *remove curse* cast by a 31st level cleric after completing a *quest* set by the same. However, Scax is allowed to tempt the person who is attempting to lift the curse in the same manner as the youngest descendant. Should this person fail, the consequences are the same. Should he succeed however, only he and his descendants escape the curse. The other members of the cursed family however must find their own means to remove it, or wait for the 1200 years to expire.

Sorcerer spells known: 6/9/8/8/8/8/7/7/5 Caster level 37th, DC 19+spell level. 0 - *acid splash, flare, ghost sound, mage hand, no light**; 1st - *disguise self, identify, magic aura, mount, nether trail**; 2nd - *addiction*, blindness/deafness, entice gift*, misdirection, resist energy*; 3rd - *displacement, haste, phantom steed, ray of exhaustion*; 4th - *bestow curse, dimensional anchor, solid fog*; 5th - *baleful polymorph, call nightmare*, feeblemind, major creation*; 6th - *false sending*, repulsion, wall of gold (as wall of iron)*; 7th - *insanity, power word blind, project image*; 8th - *bestow greater curse*, moment of prescience*.

Spell-like Abilities: At will - *animate dead, blasphemy, charm monster, create undead, deeper darkness, desecrate, detect good, detect magic, fireball, flame strike, greater dispel magic, greater invisibility, greater teleport (self plus 1,000 pounds), magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, suggestion, unholy aura, unhallow, wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm, symbol of pain*; 1/week - *wish*. Caster level 37th, DC 19 + spell level.

Possessions: *Ruin*, a +4 vile wrist dagger (treat as a bladed gauntlet). The weapon is connected to a *bracer of armor* +6 and coated in pit fiend venom. (DC 28) The dagger also functions similarly to a staff, although the 50 charges renew themselves every month. The dagger can be used to cast the following spells, all at 37th caster level. The DCs are based off Scax's Charisma, just as any caster using a staff (currently 19 + spell level).

- *Slash tongue* (1 charge)
- *Addiction* (1 charge)
- *Sap strength* (1 charge)
- *Vanish* (3 charges)
- *Soul's treasure lost* (4 charges)

Those who touch *Ruin* without Scax's permission must immediately make a save against Root of All Evil at a -3 penalty. The price to abate the disease's effects is tripled for those who would affront the Duke of Riches so.

Summoning Scax

Scax accepts gold and platinum coins of at least 2,500 gp in value as a sacrifice. Such treasure must have been embezzled, misappropriated, or otherwise taken illegally from an organization dedicated to doing good work. This may be a good or neutral aligned church, an orphanage, or any charitable organization.

When Scax is successfully summoned, the floor within the summoning area takes on a gilded appearance and gold coins begin spraying from around the center, as if flipped from the ground itself. As the coins pile up,

they form a rough image of Scax. Once complete, the coins seem to melt into a perfectly formed statue of the Duke. The gold then vanishes from the head to the feet, and Scax is revealed.

Scax will frequently attempt to verbally mislead the summoner, promising them anything they ask for while in actuality offering absolutely nothing or as close to nothing as possible. He will bargain for their soul via Sins of the Father, swearing to turn their small investment into wealth that will stretch for generations. Multiple Sense Motive checks will be required. He does not anger or attempt to break through the wards unless his personal Infernal honor is affronted (which typically can only happen if another devil is present and/or Scax is deliberately insulted). Scax will typically bear any number of indignities, although he is always intent on having his vengeance served cold in the future.

Upon departing, Scax strikes an impressive pose. Gold rises up from his feet to his head, creating the statue once more. It then reforms into the pile of gold coins, which explodes harmlessly, sending gold everywhere. Although most of it disappears, 10d10 gold coins are left behind. These carry with them the power of Scax's own All That Glitters power, but the DC is a base 19, with no possible enhancement. The coins retain this power for one week, after which they will become lead.

CARNIVEAU, Duke of Purity

Duke of Hell

Large Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A white disk on a flaming circle with a black border over a red, inverted triangle

Blackguard 10/Monk 15

Hit Dice: 20d8 + 10d10 + 15d6 + 270 (650 hp)

Initiative: +11

Speed: 90 ft.

Armor Class: 54 (+8 armor, +7 Dexterity, +5 insight, +3 monk, +19 natural, +3 profane, -1 size), touch 27, flat-footed 46

Base Attack/Grapple: +33/+44

Attack: *Hand of Purity* +46 melee (3d6+13 + 2d6 (axiomatic) + 2d6 (unholy) + 1 (vile) + 1 Charisma 19-20/x2)

Full Attack: *Hand of Purity* +46/+46/+46/+41/+36 melee (3d6+13 + 2d6 (axiomatic) + 2d6 (unholy) + 1 (vile) + 1 Charisma 19-20/x2)

Space/ Reach: 10 ft./10 ft.

Special Attacks: Bind Lust, *call devils*, Infernal Presence, ki strike (lawful, magic), quivering palm (Fortitude DC 27), smite good 6/day (+9 attack, +20 damage), sneak attack +4d6, spell-like abilities, spells, stunning fist 20/day (Fortitude DC 27)

Special Qualities: Aura of despair, aura of evil, Blind to Beauty, command undead, Cursed, damage reduction 20/good and silver, dark blessing, darkvision 60 ft., *detect good*, diamond body, diamond soul, Duke of Hell qualities, fiendish servant, immunity to fire and poison, improved evasion, lay on hands - self only (90 hp), low-light vision, *magic circle against good*, poison use, Power of Purity, purity of body, regeneration 6, resistance to acid 20 and cold 20, see in darkness, slow fall 70 ft., still mind, spell resistance 46, telepathy 500 ft., undead companion, wholeness of body.

Saves: Fort +39 (+43 vs petrification), Ref +40, Will

+40

Abilities: Str 25, Dex 25, Con 22, Int 22, Wis 21, Cha 30

Skills: Balance +24, Bluff +36, Concentration +44, Craft (blacksmith) +23, Craft (weapon smith) +23, Diplomacy +31 (+29 with good beings, +37 with evil beings), Disguise +10 (+14 when acting in character), Escape Artist +45, Gather Information +19, Heal +15, Hide +24, Intimidate +44 (+50 against evil beings), Jump +9, Knowledge (arcane) +24, Knowledge (planes) +34, Knowledge (religion) +54, Listen +33, Move Silently +39, Search +34, Sense Motive +53, Spot +33, Survival +5 (+9 on another plane, +9 while tracking), Tumble +19, Use Rope +7 (+11 with bindings).

Feats: Blind Fight, Cleave, Combat Expertise, Combat Reflexes, Corrupt Spell-like Ability^B, Dark Speech, Great Smiting, Improved Critical (unarmed strike), Improved Initiative, Improved Sunder, Improved Trip, Iron Will, Power Attack, Stunning Fist, Vile Ki Strike, Weapon Focus (unarmed strike)

Epic Feats: Axiomatic Strike, Blinding Speed, Dire Charge, Epic Evil Brand^B, Unholy Strike

Environment: Phlegethos, Fourth of the Nine Hells of Perdition

Organization: Solitary or squad (2 - 8 Hamatulas)

Challenge Rating: 34

Treasure: Triple standard plus *Hand of Purity*, amulet of the planes and +8 bracers of armor

Alignment: Lawful Evil

Carniveau is one of the most confounding of the Courtiers of Phlegethos, as well as one of the greatest threats to mortals across the Cosmos. On the one hand, Carniveau's attitudes seem contradictory within the framework of Phlegethos. Within the Fourth Hell, where pain, suffering and all forms of sexual torment and domination are promoted, Carniveau is a Duke who seeks to restrain sexual deviancy and hunger. Indeed, he hopes to stamp it out entirely. As a result, most scholars would expect that this puts him at odds with his fellows and his liege, Belial. However, as is often the case in Hell, the obvious expectation falls short of the truth. It is this reality that makes Carniveau one of the greatest foes to mortals across Creation and an asset to the workings of Phlegethos.

Carniveau is a fallen planetar. Like Belial and Rosier, Carniveau was an angel dedicated to defending mortals against hatred and violence promoted by the Depths Below and their allies in the material plane. He did his job well for countless millennia, guiding mortals along a pure and narrow path of physical enlightenment. As the centuries passed, Carniveau began to realize that much of the problems afflicting mortals revolved around physical and sexual desire. He witnessed numerous Paladins succumb to the lure of sex and saw entire kingdoms thrown into war because of the lust of the king. He himself had been approached numerous times by aroused mortals seeking to know passion in the arms of an angel. Having seen the downfall of Semyaza and his Host thousands of years earlier, Carniveau knew the consequences of such behavior. But it was not so much his fear of punishment that held Carniveau to his strict standards; rather, it was his latent disdain for the mortals he protected. He came to believe that mortals needed a firm, guiding hand that forced them to ignore their base de-

sires. Carniveau became convinced that he was that hand.

Thus, well before *The Great Fall*, Carniveau began to impose his Principles of Purity. He instituted strict social standards for dress, interaction between men and women, relations across races, and how to manage courtship. Initially, these Principles seemed to work well as mortals began to behave in a more civilized and cultured manner. However, Carniveau continued to see the stain of lust and sex. Thus, he sought ways to enforce his Principles. Women, for example, were forced to conceal their sexuality and had to follow the lead of the man. The men, on the other hand, were forced to cover their entire body at all times and had to wear girdles that required significant time to remove. Marriages between people of different castes were frowned upon while those between different races were outlawed. Arranged marriages that promoted the good of society became the norm while love became synonymous with lust. Within a few short years, the restrictions became social mores that, when breached, brought severe punishment and torture. Men, viewed as the primary instigators of sexual escapades, became second-class citizens, while women were forced to sterilize themselves after giving birth to a certain number of children as decreed by the state. Any sexual activity not sanctioned by the state resulted in castration and sometimes death. Societies under Carniveau's Principles became despotic tyrannies. And no one realized it until it was too late; often times, those that spearheaded the Principles were clerics and paladins who believed that the goals of Carniveau were exemplary. Thus, as they erected great Inquisitions, these clerics and paladins fell into darkness, although like Carniveau, they never realized that they lost their way.

It was no surprise that when Eblis and Beelzebul called for the downfall of the Sarim that Carniveau joined with them. And like them, he was purged from the Realms Above during *The Great Fall*. Carniveau fell into Phlegethos and realized that he now had the opportunity to impose his will on mortals since he no longer had to concern himself with short-sighted fools in Heaven. Joining with Belial and other fallen angels, Carniveau became a powerful member of Hell's hierarchy. While Belial and Rosier and their ilk delved into acts of lust and deviance, Carniveau became ever more restrained. Dwelling in his Pristine Palace in the middle of a tremendous lake of fire, Carniveau soon became known as the Duke of Purity throughout Hell. Remaining allied to Belial, he was rewarded with station and honors when Belial became Lord of the Fourth.

Carniveau's relationship with his peers is the opposite of what many would expect. He does not frown upon the actions of Belial, Fierana, or Rosier. Indeed, he applauds them because he believes that their actions reveal the weakness of mortal flesh. In truth, Carniveau has become much like his compatriots as he hoards a great deal of lust within his being. This lust is only rarely sated, as Carniveau prides himself on restraint. Still, Carniveau lusts after Rosier and Fierana and virtually every other female in existence. His desires have never been rewarded, although he has been seduced by Belial countless times. Carniveau hates and fears his Lord, but knows that he has no power to overcome Belial. The truth is Carniveau, in spite of recognizing the value of his peers, has come to despise them all; he believes that he knows how to make mortals accept their rightful station within Creation.

Across the rest of Hell, Carniveau has many allies, particularly those who wish to forge tyrannies. Chief among these are those who serve Beelzebul. It is also said that Bael has considered inviting the fallen angel to his court. Carniveau has no relationship with the arch-devil Semyaza, whom he still views as a failure. Carniveau has received a great deal of support from Glasya the Progeny despite Dispater's decree to the contrary. The Princess of Hell regularly sends erinyes aids when Carniveau calls, often promising the fallen angel intimate pleasures in the near future. To date, Carniveau has not had the pleasure of Glasya's company, and this is slowly forging a great deal of anxiety and resentment on his part.

Since his time in Hell, Carniveau has become a powerful force of constraint and physical oppression. Thousands of social upheavals are linked to him and he was intimately involved in most of them. Recently, Carniveau's actions resulted in him not only causing a restraining of sexual behavior, but being worshipped by those who served him directly. Initially taken aback, Carniveau, historically interested in just impacting societies through those he has taught, now seeks to become a god rather than receive a promotion in Hell. To date, only Glasya knows of this goal, although it is probable that Dispater is aware as well.

Carniveau appears as an incredibly tall man with severe facial features. His face seems to have been carved from stone and is lined with many creases. He does not appear to have smiled in hundreds of years, and his face is pulled into a perpetually disapproving frown. His eyes glow a dull yellow under a heavy brow and bald head. All of Carniveau's body, save his hands, is covered by a voluminous white robe that trails into motes of dust at the sleeves and hem. Carniveau's hands are wrapped in bands of iron which he never removes. In spite of his stern demeanor, Carniveau speaks with a reasonable voice infinite in patience and certain in its convictions.

Combat

Carniveau is never hesitant to fight once he realizes that his words are being ignored. Once he engages in combat, Carniveau calls on his Infernal Presence and Binds Lust. Then, he will often summon devils (as described below). He will usually enter melee at this point and attack the most attractive opponent. He prefers to cast spells like *unholy blight*, *waves of fatigue*, and *waves of exhaustion*, although he will throw in an occasional *fireball* or *destruction*. Carniveau will not hesitate in retreating if he finds his opponents to be a challenge, but he will return at the first possible opportunity to destroy or convert them.

Bind Lust (Su): Carniveau strongly believes that one of the problems with the Cosmos, particularly among mortals, is the fact that they are too driven by animal instincts and lust. To Carniveau, sex is something that should only occur when it serves the needs of a system and even then such activities should be heavily regulated. Unsurprisingly, Carniveau's presence stunts sexual arousal and seeps the physical attractiveness from mortal creatures. Carniveau may call on his Bind Lust power at will as a standard action. All creatures within 50 feet of Carniveau must make a Will save DC 30. Those that fail the save immediately feel any kind of sexual interest, be it latent or immediate, dulled. Not only does this impact a victim's physical appearance, it

also saps the victim's vitality; the victim suffers 4 points of Constitution and Charisma damage. The ability damage lingers for 24 hours. During this span of time, the victim will not engage in any kind of sexual activity. Upon the end of the duration, the victim may make another Will save DC 30. If failed, the victim suffers another 2 points of Constitution and Charisma damage. At this point, not only will the victim avoid any kind of sexual contact, he will also be offended by the presence of overt sexuality; that is, if the victim encounters any creature with the same type with a Charisma of 16 or greater, he will seek to attack and maim the "perpetrator." Attacks made against such a creature are designed to reduce their Charisma rather than cause permanent physical harm. In such situations, the victim of Bind Lust attempts to grapple and pin the offender, dealing one point of Charisma damage each round in which he successfully pins. While some victims of Bind Lust seek to deface an offender, others go as far as to sexually assault those who have "gone too far" in being sexual creatures. In any event, such attacks persist until the victim of Bind Lust successfully reduces an offender's Charisma to nine or lower or is forcefully removed and kept away from the offender.

The victim continues to make saves against Bind Lust each day, losing 2 points per failure. The victim's Constitution and Charisma will never drop below 3. Aside from making a successful save, the only way to be rid of Bind Lust is through the power of a 21st level good-aligned cleric casting *restoration* or *true restoration*. Once a save is made, the victim makes separate saving throws for each initial failure to overcome Bind Lust. If these saves are failed, the victim only regains his Constitution and half of his lost Charisma points.

Once a victim saves against Bind Lust, he is immune to it for one day.

Blind to Beauty (Ex): Carniveau is immune to any and all spells, spell-like abilities, and effects from the School of Enchantment except those cast by beings possessing a divine rank of 0 or greater.

When mortals cast such spells against Carniveau, not only do they have no effect on him, they have a 10% chance per Charisma bonus of the caster of rebounding. Those who succumb to their own enchantment effect become Carniveau's thrall under the effects of both Bind Lust and Power of Purity for 9 days.

Although cosmic and divine beings can affect Carniveau with enchantments, the Duke of Purity is still an elusive target. Carniveau has a chance of ignoring even these effects (including salient divine abilities and the like) based upon the power of the cosmic entity or god as follows:

- Quasi entity: 80%
- Demi entity: 60%
- Lesser entity: 40%
- Intermediate entity: 20%
- Greater entity: 10%

In spite of his resistance to enchantments, Carniveau still has trouble quelling his own lusts. Whenever Carniveau encounters a humanoid being that possesses a natural Charisma of at least 21, he must make a Will save DC = 10 + the half the being's combined class levels/Hit Dice + the being's Charisma modifier. If he fails, Carniveau must immediately attempt to seduce the being; he enters into a blind rage if he is refused and will

not stop attacking until the being is unconscious or dead. When Carniveau encounters a group of humanoid creatures with a Charisma over 21 within the course of one turn, he need only make one saving throw during that time. Once Carniveau makes this save for a specific being, he can control himself for a year and a day.

Blackguard Spells known (4/3/3/2; base DC 15 + spell level. Caster level 25th): 1st - *corrupt weapon, doom, inflict light wounds* x2; 2nd - *bull's strength, inflict moderate wounds, shatter*; 3rd - *inflict serious wounds* x2, *protection from the elements*; 4th - *freedom of movement, poison*.

Call Devils (Sp): Once per day, Carniveau can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than *summoned*, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Carniveau may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Carniveau may either *call* or *summon* in a day; he may not do both. Although a fallen angel, Carniveau does not disdain the presence of devils like most of his ilk. In fact, he perceives them to be far more honest than even his Fallen peers when it comes to maintaining restraint and discipline. Thus, Carniveau is always ready to *summon* hamatulas and cornugons at the first sign of trouble. Carniveau rarely summons erinyes as they arouse him.

Infernal Presence (Su): Carniveau's Infernal Presence has a Will save DC of 32. His caster level is 34th.

Power of Purity (Su): More than anything, Carniveau wishes to force others to see existence as he sees it. He hopes to force lesser, weaker creatures to embrace their inhibitions and place severe restrictions on acts of passion and so-called love. To those willing to accept his leadership, Carniveau offers the Power of Purity. 3/day as a standard action, Carniveau may grant persuasive power to a client in his presence. The client receives a +2 bonus to Bluff and Intimidate checks per his base Charisma modifier. Furthermore, those with the Power of Purity gain the ability to cast *mass suggestion* 1/day as a 34th level caster. Unlike the traditional spell, however, this version of *mass suggestion* lasts so long as the client lives and selects to leave the effect in place. In all cases, the use of *mass suggestion* curtails sexual behavior, from attitudes about deviancy to attitudes about gender status.

Each time a client uses Power of Purity, he suffers a -1 penalty to his Charisma. This does not affect his base Charisma or modifier, but is tabulated separately for the purpose of initial encounter determinants and Diplomacy checks. Once the victim has a net of 0 for his Charisma, he immediately becomes a Lawful Evil thrall of Carniveau, his soul consigned to Phlegethos upon his death. Most beings never realize what has happened to them until it is too late. Those that do must seek *atonement* from a 21st level cleric of a good god of love or sex and then complete a *quest* to bring two lovers together within 40 days. During this time, Carniveau and his allies cannot harm the victim; once the time frame elapses, however, Carniveau often attempts to kill the former client as soon as possible, thereby sending his condemned spirit to Hell.

Spell-like Abilities: At will - *bestow curse, blasphemy, charm monster, contagion, continual flame, death knell, deeper darkness, desecrate, detect good, detect magic, fireball, flame strike, greater dispel magic,*

greater invisibility, greater teleport (self plus 1,000 pounds), *magic circle against good, mirage arcana, persistent image, polymorph, speak with dead, suggestion, unholy aura, unholy blight, unhallow, and wall of fire*; 3/day - *blade barrier, destruction, power word stun, slay living, waves of fatigue*; 1/day - *earthquake, mass charm monster, meteor swarm* (any), *shapechange, symbol of pain, waves of exhaustion*; 1/week - *wish*. Caster level 34th; DC 20 + spell level.

Spells: As a fallen planetar, Carniveau has access to divine spells as an 8th level cleric. Carniveau has access to the Evil and Law domains.

Typical Cleric spells prepared (6/4+1/4+1/3+1; save DC 15 + spell level. Caster level 15th: 0 - *create water, guidance, light, purify food and drink, resistance, virtue*; 1st - *bane, command, divine favor, obscuring mist, protection from chaos**; 2nd - *bull's strength, calm emotions*, death knell, enthrall, status*; 3rd - *bestow curse, invisibility purge, magic circle against chaos*, searing light*.

*Domain spell.

Possessions: Carniveau does not carry much. He always wears his *Hands of Purity*, which are +6 humiliating hand-wrappings, an *amulet of the planes*, and +8 bracers of armor. Still, as a Duke of Hell, Carniveau has access to a great deal of magic items within a short period of time should he have need of it.

Summoning Carniveau

In summoning Carniveau, the supplicants are expected to sacrifice a female virgin of marriageable age. Robed and covered entirely save for her eyes and neck, she is expected to be sacrificed by means of cutting her throat. Her blood is then used to augment the symbols and so forth used to call forth the Duke of Purity.

A decorated wooden chamber, similar to a confession box, rises from the ground. Carniveau speaks from within the box, and does not stir from it for the duration of negotiations; all that the summoners ever see of him is the occasional eye peeking from within. Of course, should any of the summoners or their attendants have a Charisma score of 21 or higher, Carniveau must make a Will save as described under his Blind to Beauty ability, or attempt to seduce that individual – this is the only situation that will draw him from his booth into plain sight. Should the seduction fail, Carniveau falls into a rage and attempts to break free of the circle that he has been called into, so as to fall upon and maim the beauty who has denied him.

Carniveau bargains with the summoners should they wish to obtain the Power of Purity, but does not haggle endlessly like the Dukes of Minauros. He is more interested in the side effects of his gift than in the price paid to obtain it. For other bargains or questions, supplicants are just as likely to be ignored as anything else, unless the matter is one close to the Duke of Purity's ideals.

When the summoning is over, the wooden booth descends back into the earth. The ground is thereafter scorched and burnt, and any structure built on that spot within the following four years will spontaneously burn into flame at the next lunar eclipse – no matter what material it is made of.

ROSIER, Duchess of Witchcraft

Duchess of Hell

Large Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A black phallus descending into orange flames on a blood red triangle

Assassin 7/Witch 18

Hit Dice: 20d8 + 7d6 + 18d4 + 270 (429 hp)

Initiative: +9

Speed: 40 ft.

Armor Class: 49 (+8 armor, +5 deflection, +5 Dexterity, +19 natural, +3 profane), touch 22, flat-footed 49

Base Attack/Grapple: +33/+43

Attack: +43 melee *Wand of the Chaste*, a +5 unholy heavy mace (2d6+11 + 2d6 (unholy) +1 (vile) + 2 Charisma/x2

Full Attack: +43/+38/+33/+28 melee *Wand of the Chaste*, a +5 unholy heavy mace (2d6+11 + 2d6 (unholy) +1 (vile) +2 Charisma/x2

Space/Reach: 10 ft./10 ft.

Special Attacks: *Call devils*, death attack (Fortitude DC 24), Infernal Presence, Rites of the Flesh, sneak attack +4d6, spell-like abilities, spells

Special Qualities: Black Ritual, cursed, damage reduction 20/good and silver, darkvision 60 ft., Debased Aura, Duke of Hell qualities, immunity to fire and poison, improved uncanny dodge, low-light vision, *magic circle against good*, poison use, regeneration 6, resistance to acid 20 and cold 20, see in darkness, spell resistance 46, telepathy 500 ft.

Saves: Fort +30 (+34 vs petrification), Ref +29, Will +29

Abilities: Str 23, Dex 21, Con 22, Int 24, Wis 21, Cha 30

Skills: Appraise +4 (+11 potions and elixirs), Bluff +54, Concentration +44, Craft (alchemy) +37, Craft (gem cutting) +24, Craft (leatherwork) +24, Diplomacy +53 (+51 with good beings, +59 with evil beings), Disguise +25 (+29 when acting in character), Escape Artist +22, Gather Information +28, Hide +18, Intimidate +51 (+57 against evil beings), Knowledge (arcane) +48, Knowledge (local) +12, Knowledge (the planes) +20, Knowledge (religion) +30, Listen +22, Move Silently +22, Search +24, Sense Motive +37, Spellcraft +51, Spot +22, Survival +7 on another plane, +7 while tracking, Use Rope +7.

Feats: Brew Potion, Cleave, Corrupt Spell-like Ability^B, Craft Rod, Craft Wondrous Item, Dark Speech, Eschew Materials^B, Extend Spell, Improved Initiative, Improved Sunder, Malign Spell Focus, Negotiator, Persuasive, Power Attack, Vile Martial Strike

Epic Feats: Craft Epic Rod, Epic Evil Brand^B, Permanent Emanation (*desecrate*)

Environment: Phlegethos, Fourth of the Nine Hells of Perdition

Organization: Solitary or coven (2 - 8 erinyes)

Challenge Rating: 34

Treasure: *Wand of the Chaste, amulet of the planes, +8 bracers of armor, +5 ring of protection*

Alignment: Lawful Evil

In Hell, there is no such thing as love expressed in the act of sex. Indeed, there are few cases of sex as an act of mutual satisfaction for both participants. In Hell, sex is simply another tool to demonstrate power and this is especially the case in the sadistic circle of Phlegethos, the Fourth Hell. Here, pain and suffering know no bounds, and some of the preferred means of torture revolve around sexual acts. It is within Phlegethos that the

most practiced manipulators of physical expression and subjugation can be found and near the forefront of these actors is the Duchess of Debauchery, foul Rosier.

Rosier, like most of Phlegethos' Courtiers, counts among those who were cast out of the Realms Above during *The Great Fall*. Prior to *The Great Fall*, Rosier was a great patron of love and the expression of love during acts of sex. She oversaw the weddings of great paragons of goodness and offered blessings to those who, despite all manner of hardship, overcame adversity to be with those they loved. During this time, Rosier was truly beautiful, possibly the most beautiful angel in the ophanim choir after bright Belial, perfect Beelzebul, and glorious Tifereth. It was this beauty that brought Rosier into Perdition.

Rosier was bitter. Like many angels, Rosier avoided liaisons with mortals. For a long time, Rosier honored this tradition, in no small part due to her growing contempt for the ugly creatures she was required to look after. Indeed, Rosier viewed acts of "love" among mortals as lies. Such interactions, although blessed by expressions of true love and devotion, were often shallow infatuations when initiated by mortals who beheld only the visual appeal. She witnessed numerous marriages established for political gain, often times with women forced to marry much older men who tended to have numerous mistresses while they themselves were condemned to being trinkets for their husbands. Rosier became convinced that mortals could not achieve the true love angelic beings exhibited and simply used the word "love" as a ploy to promote their own ends.

Rosier's jaded attitude initially prompted her to simply accomplish her established duties, but eventually she sought to investigate her beliefs, her disgust transforming into intrigue. Rosier was pleased to find that her opinions were often justified, particularly among the nobility and those in power. But, despite the numerous examples of true love and commitment she witnessed, Rosier was convinced of her position regarding mortal love. To prove her hypothesis, Rosier began to tempt mortal women to give their bodies to those in positions of power in return for greater influence. Stunning, and condemning, results bolstered Rosier's beliefs and she could well have turned away from pursuing her darkening road. Instead, Rosier promoted ever greater obscene acts, granting personal power to those women (and few men) who aided her in her cause. Indirectly, Rosier found herself controlling entire countries through her servants and their sex. Rosier's hatred for her initial task and her newfound proof of mortal lowliness made her easy prey for Eblis and Beelzebul when they instigated *The Great Fall*.

Rosier was among the first to join with the rebel angels, believing that the Sarim were fools coddling to gods and mortals. Although it is a certainty that her obscene acts would have eventually come to light, the casting out of the rebel angels expedited Rosier's decent into perdition. Rosier found herself, along with the majority of the Fallen, in the Nine Hells of Perdition. Initially in shock at her new station, Rosier was drawn to Phlegethos and the banner of Belial. In Belial, Rosier believed she found true love for he took her under his wing as she cowered in fear. It is known that for a long time, Rosier was a favorite of Belial as he rose through the ranks of Phlegethos' Court. Up until the moment he overthrew the previous Lord of the Fourth, Belial kept Rosier at his side, using her and numerous other Fallen

to bolster his own strength. Upon his ascension as the Lord of Pains and Suffering, Belial revealed to Rosier and the others his infidelities and forced them under his yolk. Betrayed even by another of her kind, Rosier abandoned any remaining vestige of morality and became the first of Belial's Dukes of Hell.

Rosier is dedicated to using sex in the pursuit of power. To Rosier, no act is too heinous in the pursuit of control over one's destiny, and acts of sexual deviance, more than any other, truly reveal just how much an individual is willing to sacrifice in pursuit of power. Rosier tends to prefer female servants, often referred to as Witches of Flame, since women are often viewed as weaker than men in most humanoid cultures and, therefore, wield less power. Women, often sexually objectified, are empowered by Rosier to use their sex to manipulate those in power. Thus, these Witches soon become the true powers behind the crowns of major civilizations. More to the point, Rosier seeks to strip the power from those who thought they were in control sexually and condemn their souls to Hell.

In Hell, Rosier is a relatively low-profile Courtier in spite of her background with Belial. She finds a great deal more pleasure with mortals, a stark contrast to her attitudes when she was an angel. When she does appear in the Court of Phlegethos, Rosier is known to have only one ally among the Courtiers: Carniveau. While Rosier seeks to use sex to gain political power, Carniveau seeks to encourage a tightening of sexuality, turning sex into a sinful, deplorable aspect of existence. This attitude works well for Rosier since it allows her Witches to accuse those in their way of debauchery. In spite of their complementary goals and alliance, both Carniveau and Rosier are eager to subsume the other's responsibilities as soon as possible. Aside from Carniveau, Rosier deals well with Fierana, the Arch-Devil of Passion. Although incalculably older than Belial's daughter, Rosier has learned much from Fierana. Unlike her relationship with Fierana, Rosier does not have a healthy relationship with Lilith, the Lord of the Sixth. Lilith and Rosier both heavily rely on female servants, although for different ends. While Rosier simply seeks to insert women into positions of power through their sex, Lilith seeks to rob women of their natural make-up regardless of whether or not they attain greater power. Lilith would like nothing better than to subsume Rosier and become the Goddess of Witches. To date, only Belial's support has kept Lilith from destroying Rosier. Belial himself routinely seeks to bed Rosier in order to remind her of her servitude. However, Rosier believes that by allowing her Lord to use her in such a fashion that she grows ever more powerful. Indeed, Belial has yet to tire of her and continues to support and protect her, so perhaps Rosier's ploy is working. Interestingly, Rosier seems to have no clear stance regarding the Demon Lady of Lust, Babylon, instructing her servants to avoid the Demon's followers. The reason behind Rosier's attitude is unclear, although it is possible that the Duchess of Witchcraft is either hoping to forge a truly unholy alliance with Babylon or hopes to lull the Demon into a false sense of security before striking against her.

Rosier appears as a tall, very handsome, slender woman with short white hair and pale skin. Her eyes, like twin moons, are sunken under dark brows, and she has a generous, pouting mouth. Rosier tends to wear stately, yet sensual, burgundy gowns, and is often bedecked with classy jewelry. Although she has long since

lost her wings, Rosier floats about 3 feet off the ground (apparently, she can still fall and cannot rise any higher without aid). Rosier always carries the *Wand of the Chaste*, and speaks in a surprisingly deep, husky voice.

Combat

Rosier is not much of a melee fighter, and always seeks to position herself as far away from physical combat as possible. In such situations, Rosier will usually begin combat by surrounding herself with her Infernal Presence and her Debased Aura. She will then seek to *mass charm* her opponents before summoning reinforcements. She will then turn to her *Wand of the Chaste* and Rites of the Flesh.

Assassin Spells known (5/5/4/1; base DC 17 + spell level, 19 + spell level for Evil spells. Caster level 22nd): 1st - *detect poison*, *feather fall*, *obscuring mist*, *true strike*; 2nd - *cat's grace*, *pass without trace*, *spider climb*, *undetectable alignment*; 3rd - *deep slumber*, *false life*, *nondetection*; 4th - *freedom of movement*, *modify memory*.

Black Ritual (Su): To Rosier, sex is simply a tool solely to be used in the acquisition of power, especially for those who are among the political minority within a social system. Through sexual favors, Rosier believes that a power-hungry individual can acquire whatever she seeks and that no act is too obscene or extreme in order to ensure greater puissance. Many, particularly women and courtesans of either gender, are drawn to Rosier, believing that the Mistress of Favors can grant them power over those with a weakness for the pleasures of the flesh.

Once per day, Rosier may oversee a Black Ritual. When a Black Ritual is called, Rosier's servants gather together, often with enthralled servants, to engage in sexual acts. Many of these acts are quite obscene. Everything from children to animals are used in these Rituals, marking them as truly vile. Although there are many trappings associated with the Black Ritual, what really matters is that either Rosier and/or at least three couples engage in some manner of sexual activity for at least nine minutes. Celebrants hoping to gain power from Rosier must engage in sexual activity with either an uninitiated person or with an unwilling individual (for the purposes of Black Ritual, an enchanted being is considered unwilling). At the moment of sexual release, Rosier unleashes her power to the celebrants sworn to her within 90 feet. What power the celebrant receives depends upon the nature of the being with whom she has copulated as detailed below (these benefits stack and last for nine days):

Bestiality/Pedophilia: The celebrant receives a +1 bonus to DCs for enchantment spells and a +2 bonus to all Charisma based skill checks. Animals are treated on a two-for-one basis for HD to levels for higher Ritual benefits. Thus, a brown bear (6HD) would only provide the bonuses of coupling with a 3 HD creature.

Those who are forced to participate in a Black Ritual suffer the effects of Rites of the Flesh (described below).

In spite of its benefits, the power released by Black Ritual does not come without a price. Once the celebrant tastes the sweetness of the Black Ritual, she is driven to sexually dominate a new person at least once every 9 days in another Black Ritual. If she cannot accomplish this, she must make a Will save DC 30. If she fails the save, she suffers 2 points of Charisma damage; if she

Table 7-1: Benefits of a Black Ritual by Hit Dice of Associated Creature

HD/Level of Uninitiated/Unwilling Creature	Benefit
1-5	The celebrant gains the ability to cast <i>charm person</i> 1/day as a 5 th level sorcerer
6-10	The celebrant gains the ability to cast <i>suggestion</i> 1/day as a 10 th level sorcerer
11-15	The celebrant gains the ability to cast <i>charm monster</i> 1/day as a 15 th level sorcerer
16-20	The celebrant gains the ability to cast <i>dominate person</i> 1/day as a 20 th level sorcerer
21+	The celebrant gains the ability to cast <i>dominate monster</i> 1/day as a 21 st level sorcerer

succeeds, she must make another save 9 days later unless she succeeds in corrupting another in a Black Ritual. Second, the decrepitude of a soul who engages in this heinous ritual is such that the forces of good automatically sense a wrongness in the character. Good-aligned, divine spellcasters receive a +2 bonus on Sense Motive checks per each level of Black Ritual through which the celebrant participated. A paladin automatically *detects evil* when within 20 feet of a celebrant who participated in Black Ritual over the past three months (although she cannot pin point the evil precisely, the paladin *detects evil* as if the celebrant were a cleric).

Once a person partakes in Rosier's Black Ritual, the only way to cleanse the soul is for an *atonement* to be cast by a 21st level cleric of good alignment. After which, the penitent must complete a goodly *quest* within nine days. Those who fail are immediately struck with Rites of the Flesh.

There are persistent rumors that Rosier has taught a few very powerful witches the secret to casting Black Ritual. If so, this is sure to be an epic level spell. Less powerful versions of the Black Ritual can be emulated by means of a *wish* or *miracle* spell (as revealed by Rosier); in such a case the Will save DC for any effects is 18.

Call Devils (Sp): Once per day, Rosier can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Rosier may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Rosier may either *call* or *summon* in a day; she may not do both. Rosier hates calling devils, finding them repellent. If she must, Rosier will try to *call* only erinyes, but if truly threatened, she will not hesitate to *summon* pit fiends.

Debased Aura (Su): Rosier is perhaps one of the most heinous Courtiers of Perdition in the minds of most clerics and other good-aligned, divine spellcasters. Her dedication to perverting acts of love and procreation into something to acquire power and manipulate the weak

make her especially despised. It is said that Rosier simultaneously exudes a sensuality mixed with the highest degrees of offense. Her very presence is a blight against the souls of good-aligned spellcasters.

Rosier is surrounded by a Debased Aura, adversely affecting any spells, spell-like abilities, or supernatural abilities cast by good-aligned divine spellcasters or angelic beings. All such effects cast within 90 feet of Rosier require that the caster succeed in a Concentration check DC 30. Even if the check succeeds, all effects (like duration, damage, etc.) are only half as effective as they would otherwise be. If Rosier is confronted within one hour after conducting a Black Ritual, the Concentration check is made at a -3 penalty and the effects are only one-quarter effective.

Furthermore, any good-aligned creature within 10 feet of Rosier must make a Fortitude save DC 30 each round or become nauseated by the seductive evil that wafts from her person.

Infernal Presence (Su): Rosier's Infernal Presence has a Will save DC of 31. Her caster level is 39th.

Rites of the Flesh (Su): Rosier may affect a powerful curse known as Rites of the Flesh. This terrible curse effectively makes all acts of pleasure, from eating to a massage to sex, an act of turmoil and pain.

Once per day, Rosier can infect any creature she selects within 30 feet of her person when he calls on the Rites of the Flesh. Targets receive a Will save DC 30. Those who fail immediately suffer 2 points of Constitution and Charisma damage. Otherwise, there seems to be no adverse impact. However, each day, the victim receives another Will saving throw. If he fails, the victim is affected by Rites of the Flesh. Not only does he suffer another 2 points of Constitution and Charisma, he finds that any act of physical pleasure (including, but not limited to, eating or sex) results in pain and anguish that lasts for one day as per *symbol of pain* cast by a 39th level caster. Simultaneously, the victim becomes obsessed with the need to seek out a witch or other servant of Rosier, if not Rosier herself in order to receive succor for the pain. The victim receives a Will save DC 30 to ignore this call. Those who succumb find themselves doing anything to find the appropriate person. In most cases, the victim must carry out some kind of favor for the witch, which may or may not include selling one's soul to Rosier or attempting to blackmail a person in authority through sex. It is unknown how the victim tracks down a witch. Each day that the victim either ignores the call to seek succor from a witch or does not receive it, another save must be made; if failed, the victim suffers another 2 points of Constitution and Charisma damage that cannot be healed unless the curse is removed.

Perhaps most chilling about this curse is the fact that those suffering from Rites of the Flesh can "infect" others with its power. If the victim engages in sexual relations with another, that new individual must make a Will save DC 30 or suffer Rites of the Flesh. In short order, an entire cross-section of a population can be wracked with Rites of the Flesh and subservient to the will of Rosier. Furthermore, those who suffer from Rites of the Flesh as victims of a Black Ritual may well find their souls consigned to Hell under the auspices of Rosier in the event that they die during the course of the affliction.

Those suffering from Rites of the Flesh must seek out a powerful good-aligned spellcaster dedicated to a god of love in order to overcome this dreadful curse. The cleric

must be of at least 21st level and must cast *atonement*, *remove curse*, and *greater restoration* in immediate succession. The victim must then remain chaste for at least seven days; if she fails, Rites of the Flesh returns where it was initially stalled.

Spell-like Abilities: At will - *bestow curse*, *blasphemy*, *charm monster*, *contagion*, *continual flame*, *death knell*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mirage arcana*, *persistent image*, *polymorph*, *speak with dead*, *suggestion*, *unholy aura*, *unholy blight*, *unhallow*, and *wall of fire*; 3/day - *blade barrier*, *destruction*, *power word stun*, *slay living*, *waves of fatigue*; 1/day - *earthquake*, *mass charm monster*, *meteor swarm* (any), *shapechange*, *symbol of pain*, *waves of exhaustion*; 1/week - *wish*. Caster level 39th; DC 20 + spell level).

Spells: As a fallen planetar, Rosier has access to divine spells as an 8th level cleric. Rosier has access to the Evil and Law domains.

Typical Cleric spells prepared (6/4/4/3; save DC 15 + spell level, 17 + spell level for Evil spells. Caster level 15th): 0 - *create water*, *guidance*, *light*, *purify food and drink*, *resistance*, *virtue*; 1st - *curse water*, *doom*, *protection from chaos**, *sanctuary*, *shield of faith*; 2nd - *align weapon*, *calm emotions**, *resist energy*, *silence*, *sound burst*; 3rd - *cure serious wounds*, *invisibility purge*, *magic circle against chaos**, *obscure object*. *Domain spell.

Witch Spells known (6/9/9/8/8/8/7/6/4; base DC 20 + spell level, 22 + spell level for Evil spells. Caster level 38th): 0 - *arcane mark*, *cure minor wounds*, *dancing lights*, *detect poison*, *flare*, *ghost sound*, *light*, *mending*, *read magic*; 1st - *command*, *doom*, *identify*, *speak with animals*, *ventriloquism*; 2nd - *blindness/deafness*, *calm emotions*, *cure moderate wounds*, *detect thoughts*, *detect thoughts*, *whispering winds*; 3rd - *clairvoyance/clairaudience*, *magic circle against chaos*, *remove blindness/deafness*, *tongues*; 4th - *crushing despair*, *discern lies*, *divination*, *locate creature*; 5th - *baleful polymorph*, *feeblemind*, *greater command*, *nightmare*; 6th - *control weather*, *greater scrying*, *repulsion*; 7th - *creeping doom*, *finger of death*, *insanity*; 8th - *polymorph any object*, *bestow greater curse*; 9th - *dominate monster*.

Wand of the Chaste: In witches covens and other occult circles, Rosier's *Wand of the Chaste* is an infamous totem of power. The *Wand of the Chaste* was initially a gift given to Rosier by the Seven Virtues. When she was cast out of Heaven during *The Great Fall*, the Wand, initially used to uphold acts of true love and commitment, was spoiled into an evil, minor artifact.

The *Wand of the Chaste* strikes as a large +5 *unholy heavy mace*; in addition, a strike from the Wand also deals 2 points of Charisma damage to an opponent (as if a double strength humiliating enhancement had been placed on the wand). On a successful critical hit, the Charisma damage is permanent. Thrice per day, Rosier may call on the Wand to cast *eagle's splendor* as a 20th level caster. Once per day, the Wand may be used to cast *mass eagle's splendor* as a 20th level caster. Rosier may cause the Wand to cause a Charisma penalty rather than provide bonuses when using its *eagle's splendor* powers at double potency; a Will save DC 29 negates this effect.

The *Wand of the Chaste* is more accurately described as a rod. Bearing the general shape of a large phallus, the Wand seems to be carved from ivory. Intricate de-

signs and runes run along the surface. The head of the Wand is adorned with a stylized, androgynous dual-face. On one side, the face is decidedly fiendish, but still attractive, while the other side is horrific in appearance. Rosier has been known to loan the Wand to servants who have pleased her, although she seems capable of recalling it to her hands in such cases at a whim and across the Realities. In the event that the Wand is stolen, Rosier must track it down through mundane means. Any good-aligned being that holds or attempts to wield the Wand suffer 2 negative levels; furthermore, any being that touches the Wand without Rosier's express permission must make a Fortitude save DC 29 or suffer Rites of the Flesh.

Possessions: Rosier always carries the *Wand of the Chaste*. She also wears an *amulet of the planes*, +8 *bracers of armor*, and a +5 *ring of protection*. As a Duchess of Hell, she is known to have access to a great deal more wealth.

Summoning Rosier

Rosier demands that sexual acts occur as a somatic component of any spell used to summon her; furthermore, fully half the participants must be unwilling (*charmed* or *dominated* creatures count as unwilling). These acts of debauchery must continue throughout the summoning, and all but the chief summoner must continue in this fashion throughout the audience with Rosier.

Moans of ecstasy herald Rosier's arrival, as a lotus blossom of huge proportions breaks free of the soil, with Rosier rising from the midst of it. Her every action as she speaks with the summoner is seductive and inviting. Rosier will almost always offer to perform a Black Ritual for the summoner; indeed, if the price is right (e.g. the summoner is willing to swear his soul to her), she participates with the summoner in a very personal manner.

Upon making any agreements, or the summoning expiring, Rosier descends back into the lotus blossom, which then sinks back into the ground. The soil or rock from whence the lotus blossom rose thereafter bears a symbol representing Rosier unclad; any intelligent creature which looks on the symbol is targeted by a *suggestion* that they bed the nearest creature (Will save DC 14 negates). The symbol disappears after 4 days.

CAARCRINOLAAS, Duke of Intrigue

Duke of Hell

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A forward-facing, black, stylized dog's head with blood dripping from the smiling maw on a blue, inverted triangle.

Assassin 15/Rogue 10

Hit Dice: 20d8 + 15d6 + 10d6 + 270 (580 hp)

Initiative: +18

Speed: 50 ft., fly 90 ft. (good)

Armor Class: 56 (+8 armor, +5 deflection, +10 Dexterity, +20 natural, +3 profane), touch 28, flat-footed 56

Base Attack/Grapple: +33/+40

Attack: *Claw of Despair* +44 melee (1d10+7 + 2d6 (unholy) + 1 Constitution damage + despair (Fortitude save DC 28)/17-20/x3)

Full Attack: 2 *Claws of Despair* +44 melee (1d10+7 + 2d6 (unholy) + 1 Constitution damage + despair (Fortitude save DC 28)/17-20/x3) and bite +38 melee

(3d6+3 + 2d6 (unholy) + 1 Constitution damage) and 2 wings +38 melee (1d8+3) and tail slap +38 melee (1d10+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Call devils*, Claws of Despair, crippling strike, death attack (Fortitude DC 38), Infernal Presence, Paranoid Conspiracy, sneak attack +13d6, spell-like abilities, spells

Special Qualities: Damage reduction 20/good and silver, darkvision 60 ft., Duke of Hell qualities, evasion, Fair Weather Friend, hide in plain sight, immunity to fire and poison, improved uncanny dodge, poison use, regeneration 6, resistance to acid 20 and cold 20, see in darkness, spell resistance 42, telepathy 500 ft., Thinning the Blood, trapfinding, trap sense +3, uncanny dodge

Saves: Fort +30, Ref +34, Will +35

Abilities: Str 25, Dex 31 Con 23, Int 32, Wis 28, Cha 32

Skills: Balance +23, Bluff +71, Climb +38 (+40 with rope), Concentration +29, Diplomacy +48 (+54 with evil beings), Disable Device +25, Disguise (acting) +61 (+67 when acting in character), Escape Artist +40 (+42 when escaping ropes), Forgery +43, Gather Information +41, Hide +60, Intimidate +67 (+73 against evil beings), Jump +30, Knowledge (arcana) +32, Knowledge (local) +26, Knowledge (the planes) +32, Knowledge (religion) +32, Listen +57, Move Silently +60, Open Locks +38, Perform (oratory) +26, Search +32, Sense Motive +22, Sleight of Hand +44, Spellcraft +34, Spot +30, Survival +9 (+11 while on another plane, +11 while tracking), Tumble +33, Use Magical Device +26, Use Rope +15 (+19 with bindings).

Feats: Corrupt Spell-like Ability ^B, Deceitful, Fly-by Attack, Improved Critical (claw), Improved Death Attack, Improved Initiative, Iron Will, Persuasive, Power Attack, Quicken Spell-like Ability (*deeper darkness*), Stealthy, Weapon Finesse, Weapon Focus (claw)

Epic Feats: Blinding Speed, Epic Evil Brand ^B, Epic Skill Focus (Bluff), Lingering Damage, Superior Initiative

Environment: Stygia, Fifth of the Nine Hells of Perdition

Organization: Solitary, or troupe (1 - 6 barregons)

Challenge Rating: 30

Treasure: Triple standard plus +5 *ring of protection*, *amulet of the planes*, and +8 *bracers of armor*

Alignment: Lawful Evil

To many, acts of sedition and treachery appear to be antithetical to the nature of Law. After all, mutinies and revolutions result in a great deal of anarchy and chaos as people are driven by heightened emotions in a desire to tear down the establishment. On the surface, sedition is the hallmark of the Child of Chaos, treachery the tool of the demon lord. However, while these attitudes do have a degree of truth, they are not entirely true, for even the forces of Law have reason to tear down existing rules and traditions once it is determined that they have lost their usefulness or stand in the way of the rule of another. For the Courtiers of Perdition, any rule that does not promote the tyranny of Hell is worthy of nothing short of extinction. Caarcinolaas is the foremost agent of Hell in its desire to overthrow all rules across the Cosmos that do not exist under the will of Hell.

Caarcinolaas is the Duke of Conspiracy. On the one hand, he appears to be the pinnacle of trustworthiness and friendship, ever offering aid and advice to those in need of it, apparently with no ulterior intent beyond the happiness of his friends. He is always available, willing to hear all secrets and dreams. His honesty is never second-guessed, his dedication never questioned. Like the loyal hound, he is the best friend to all those either in power or seeking to acquire power.

However, all of this is but an act and one of the greatest, for Caarcinolaas is nothing more than a blood-thirsty, mangy jackal who wishes to see all organizations associated with goodness laid waste, allowing decadent tyrannies to take up control. He wishes to see powerful, structured merchant guilds destroy small shops and businessmen. He wants to see young people, seduced by the promise of a new, grand order, condemn their parents, friends, or any other opposed to the will of the new order, to imprisonment or execution. So great is his need to see pain and misery in the transference of power that Caarcinolaas has been given the sobriquet, "Duke of Blood," for once Caarcinolaas' revolutions reach their peak, plenty of blood will flow.

The Duke of Conspiracy is a powerful agent of Hell in the Material Plane. He has cells of followers scattered across lands and kingdoms like termites, encouraging them to slowly tear down established rule even as other cells seek to cultivate new, potential rulers. Caarcinolaas himself often serves in the guise of a lowly, but honorable left-tenant to a powerful member in the established order, from whom the Duke of Blood draws plenty of information that will be later used for blackmail or extortion. No act is too gross for Caarcinolaas, no threat too obscene. In the end, those who were foolish enough to trust Caarcinolaas die either at a chopping block of the new rulers or by Caarcinolaas' own hands, a just reward - so far as the Duke of Conspiracy is concerned - for those too weak and too stupid to see that their time was long since over.

Due to his almost constant presence in the Mortal Coil, Caarcinolaas regularly interacts with the Duke of Logic, Caim. Indeed, these two devils often coordinate their efforts to bring down entire lands. While Caim sows discord among the young intellectuals who will serve as the drafters of various tracts and letters calling for revolution, Caarcinolaas will implore his mark to ignore the threat even as his cells organize the ignorant populace for insurrection. Caim and Caarcinolaas are among the two closest Dukes of Hell, largely because the Duke of Logic does not trust the Duke of Intrigue and wishes to keep him close. Caarcinolaas knows full well that Caim does not trust him, but believes that one day his ally will make the mistake of giving up too much information at which time Caarcinolaas will betray him to Dispaten and take his power. So far, however, the two Dukes get along famously. Caarcinolaas finds plenty of common ground with Carniveau, as the latter's desire to constrain social behavior is valuable for either an established order ripe for overthrowing or for the new order waiting in the wings who wish to set themselves apart from the current government through strict, moral, self-righteousness. However, Caarcinolaas does not get along well with Rosier at all since the Duchess of Witches seeks to establish the rule of women and cannot abide any assault on established matriarchies. Caarcinolaas also finds Amdusius a foe since the Chancellor of Malbolge hopes for his version of Nature to sweep over

the world permanently.

In Stygia, Caarcinolaas is highly respected and greatly hated. Although he spends most of his time in the Material Plane, Caarcinolaas is believed to be Leviathan's favored Duke. Caarcinolaas' successes provide more souls for Stygia, further bolstering the Imprisoned One's power, which may eventually free him from his icy cage. However, Leviathan has yet to know two important facts regarding Caarcinolaas. First, the Duke of Conspiracy has a secret vault in his keep wherein millions of souls are stored for his own future bid to take control of Stygia. Second, Caarcinolaas is in talks with the Poison of Perdition, Sammael. Like the arch-devil of Venom, Caarcinolaas knows full well the power of words and of how these can be used to facilitate change. These two evil creatures suspect that a permanent alliance would promote each far more than working separately. To date, Caarcinolaas has not abandoned his role in Hell, but Sammael's overtures are becoming increasingly difficult to resist.

Caarcinolaas has many different disguises thanks to his polymorph powers, and often has at least three different personas on every planet. Sometimes, he is the charming, but witless squire while at other times, he is the startlingly wise maid-in-waiting. However, those who eventually see Caarcinolaas discover that he is nothing more than a despicable beast. Caarcinolaas takes the form of a lithe humanoid male with long dog-like legs in tight-fitting leather pants and doublet dyed in sea-green. His body is covered in short, black hair like that of a dog and his long, slender hands end in razor-like talons. Great wings like those of a vulture emerge like a black cloud from his back, and a long, lashing tail often whips anxiously from behind. Caarcinolaas' head is like that of a Doberman with twin horns jutting from his forehead, although his mouth seems to be twisted in a permanent grin. When he opens his mouth to smile, Caarcinolaas' many shark-like teeth glitter with horrible whiteness. In this form, he speaks with a quiet, ironic voice that does nothing to conceal his contempt and hatred.

Combat

Caarcinolaas will avoid combat if it will disturb his plans. However, Caarcinolaas enjoys fighting and killing those foolish enough to get in his way and has been known to play dead for years before tracking down and killing former adversaries.

In combat, Caarcinolaas often initiates battle with a quickened *deeper darkness* before *summoning* barregons or cornugons. Then he uses his Conspirator power, setting it to progress by rounds, before darting into melee. Caarcinolaas has no second thoughts about attempting to transfer significant amounts of damage to one of his *summoned* servants. If he suffers a lot of damage, Caarcinolaas will *teleport* to another location and *summon* more devils before directing a *meteor swarm* and *destructions* against his foes. Once Caarcinolaas withstands one fifth of his maximum hit points in damage, he will retreat, taking note of those that defeated him for future attempts for revenge.

Call Devils (Sp): Once per day, Caarcinolaas can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than *summoned*, they have the ability to *summon* their own rein-

forcements if so ordered. Conversely, 3/day, Caarcinolaas may *summon* 12 lemures; 8 barbazus or erinyes, 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends (Caarcinolaas may either *call* or *summon* in a day; he may not do both). Caarcinolaas' duties require that he spend a great deal of time incognito or behind the scenes, so he only calls on assistance when he is in grave danger. When he does call on devils, he typically calls barregons since they tend to have an outlook similar to his own. If facing particularly troublesome adversaries, the Duke of Blood will *call* cornugons or gelugons. Only extreme situations prompt him to *call* pit fiends.

Claws of Despair (Su): Caarcinolaas' razor-sharp claws constantly secrete a terrible, virulent poison that causes one point of Constitution damage every time he successfully strikes an opponent. Furthermore, his claws have a critical threat range of 18-20. Finally, any creature struck by Caarcinolaas' claws must succeed in a Will save DC 28 or suffer from the effects of *despair*, suffering a -2 penalty to Strength and Dexterity for the five rounds; subsequent successful attacks cause the duration of the despair to extend, but do not increase the penalty to Strength or Dexterity further.

Fair Weather Friend (Su): Caarcinolaas is notorious for his ability to make his allies suffer in his stead. To those unaware of his evil nature, the Duke of Intrigue comes across as an affable, charming man dedicated to helping others; a true friend, indeed. However, he is nothing but a fair weather friend who is all too eager to see so-called friends suffer from his betrayal.

5/day, Caarcinolaas can transfer any damage or adverse effect he would suffer to an ally within 50 feet of his person. Caarcinolaas does not need to have a readied action nor does he have to wait until his turn to take advantage of this power. This power works against the totality of one action; i.e., if a fighter attacks Caarcinolaas with four successful full-round melee attacks, Caarcinolaas would be able to transfer the damage from all four attacks to an ally as one use of this power.

The source of the potential damage or adverse effect does not matter; it may be from an attack, fallen debris, spell, or supernatural ability. The adverse effect impacts the victim as it would Caarcinolaas; thus the victim may benefit from damage reduction and/or spell resistance, gain a saving throw, or use evasion to reduce damage.

In the event that an ally comes to know about Caarcinolaas' power (like all pit fiends and higher ranked devils), he gains a Will saving throw DC 31 to resist the effect.

Infernal Presence (Su): Caarcinolaas' Infernal Presence has a Will save DC of 31. His caster level is 36th.

Paranoid Conspiracy (Su): In much the same way he can turn families against each other, Caarcinolaas can do the same to even the most dedicated of friendships. Usually, Caarcinolaas prefers to promote a slow deterioration of trust and commitment as the bonds that tie people together are loosened and then completely unraveled. However, Caarcinolaas can accelerate the process significantly when he finds himself outmatched by do-gooders seeking to interfere in his goals.

5/day, Caarcinolaas may cause Paranoid Conspiracy as a standard action. When he instills paranoia, Caarcinolaas forces all within 50 feet of his person to make a Will saving throw DC 31. The Duke of Intrigue causes feelings of paranoia to generate within those who failed the save as their emotional attachments and commit-

ments are suddenly brought into question in their minds. Over time, a victim slowly begins to act on his impulses as his own emotions get the better of him and he finds himself opposed to the actions of his family and friends. Caarcinolaas can assign the five stages of his Paranoia to occur over the course of one round, one hour, or one day a piece, although once he decides the progression, he cannot adjust it.

- The first stage causes the victim to perceive all allies with distrust. The victim suffers a -2 penalty on all Charisma based skills for the remainder of the Paranoia effect.
- The second stage causes the victim to second-guess himself and his relationships as he realizes that his so-called friends have always sought nothing less than his downfall and failure. The victim suffers under the effects of slow and cannot take 10 or 20 on any Skill check. Although he suffers no further ill-effects on his Charisma based skill checks with strangers, all allies and friendly acquaintances he encounters are met with hostility.
- The third stage causes the victim to react angrily to any and all encounters with allies and friends. Although the victim will not necessarily attack allies, he responds to them as he would an *antipathy* spell cast by a 36th level caster, removing himself from their presence with all due speed. If pursued for more than five rounds, the victim attacks with the intent to disable - not kill - allies.
- The fourth stage completely eradicates any friendships the victim may have had. In the event that he is cured of this affliction, the best that one can expect from him is Unfriendliness. The victim will avoid his former friends and, if forced to remain in their presence for more than five rounds, there is a 50% chance that the victim will attack with the intent of killing.
- The fifth stage causes the victim to become violent and aggressive against former friends. If encountered by allies and forced to remain in their company for more than five rounds, the victim attacks, this time with the intent to kill. Very little will steer the victim from fulfilling this overwhelming desire short of disabling or killing him.

If Caarcinolaas allows for a slower deterioration of friendships by the day, the victim receives a Will save each day with a cumulative -1 penalty to the save. Once the victim is affected by Paranoid Conspiracy, he can be cured of it only by a 21st level, good-aligned cleric casting *remove curse* on him.

Caarcinolaas also has the ability to use this ability on those strongly associated with organizations or committed to a government. In short order, he can cause a ship's crew to mutiny or incite a riot against a lord or king. Thus, Caarcinolaas has the power to direct his Paranoid Conspiracy, whatever his preference. Those affected by this version of the power follow the same stages as above, although all of the anger is directed towards those representing the established power structure rather than (in most cases) known friends. Caarcinolaas never uses this power with the intent of sowing Chaos; rather, this power is used for the intent of overthrowing a current institution and replacing it with a new institution. In most cases, the new institution waiting in the wings is backed by the Powers of Hell.

Spell-Like Abilities: At will - *animate dead*, *blas-*

phemy, charm monster, create undead, deeper darkness, desecrate, detect good, detect magic, fireball, flame strike, greater dispel magic, greater invisibility, greater teleport (self plus 1,000 pounds), magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, produce flame, pyrotechnics, suggestion, unholy aura, unhallow, and wall of fire; 3/day - destruction; 1/day - meteor swarm (any), symbol of pain; 1/week - wish. Caster level 36th, DC 21 + spell level.

Thinning the Blood (Su): Caarcrinolaas seeks to prove the motto “Blood is thicker than water” a lie. Caarcrinolaas believes that there are times when family honor and commitment stifle progress and societal order and believes that those who are willing to cast aside family and rural life in pursuit of urban expansion and the power of a centralized government should be rewarded if they are willing to make the appropriate sacrifices.

5/week, Caarcrinolaas may Thin the Blood. When summoned by a mortal, Caarcrinolaas is able to see to it that a mortal dedicated to expansion of a tyrannical government, overbearing merchant guild, or some other organized institution receives the proper aid to fulfill their dreams. However, for every desired boon from Caarcrinolaas, the mortal must prove that he is willing to betray those who should mean the most to him: family and close friends.

Depending on what the mortal is willing to sacrifice, Caarcrinolaas will grant a boon to the mortal that promotes the mortal’s position within the organized institution he represents. These benefits function as a *limited wish* or *wish* depending on the sacrifice the mortal is willing to make with a family member or close friend as detailed below:

- Betrayal leads to a significant loss of money: one *limited wish*
- Betrayal leads to loss of face and reputation: one *limited wish*
- Betrayal leads to a severe physical assault: one *limited wish*
- Betrayal leads to exile/imprisonment: one *wish*
- Betrayal leads to death: one *wish*

Any mortal that takes advantage of Caarcrinolaas’ Thinning the Blood moves one step closer to Lawful Evil for every act of betrayal save Death, which results in an immediate shift to Lawful Evil. In any case, a victim who has used Thinning the Blood five times signs his soul over to Caarcrinolaas, who in turn may do as he wishes to the client anything short of killing him in cold blood after the passing of five days, five months, or five years depending on the original agreement. In most cases, Caarcrinolaas will incinerate the client with a *fireball* or will attack him from behind after ensuring the client that his blood is quite warm.

A victim who has effectively lost his soul to Caarcrinolaas is sent to Stygia to serve the Duke of Intrigue for all Eternity. Only a client who receives *atonement* from and successfully completes a *quest* issued by a good-aligned cleric of at least 21st level within 5 weeks (typically to help some other family reunite) can hope to escape his terrible fate.

Assassin Spells known (6/6/6/5; base DC 21 + spell level. Caster level 30th): 1st - *detect poison, ghost sound, stupor, true strike*; 2nd - *cat’s grace, fox’s cunning, pass*

without trace, undetectable alignment; 3rd - *deep slumber, false life, nondetection, sadism*; 4th - *clairaudience/clairvoyance, freedom of movement, locate creature, stop heart*.

Possessions: Caarcrinolaas is never without a pair of +8 bracers of armor and a +5 ring of protection. Centuries ago he acquired an *amulet of the planes* from a former (and betrayed) ally that he still has to this day. Caarcrinolaas has access to an impressive vault of pilloined treasure in his keep in Stygia when he needs weapons or magic items.

Summoning Caarcrinolaas

It is by means of blood that Caarcrinolaas is summoned. The summoner must either wound himself (dealing one third of his maximum hit points in damage), or kill a servant or loved one, using the blood to prepare the area for the ritual.

Once the last invocation has been chanted, a red mist rises from the ground, from every place where the blood has been laid. A low growl fills the area as the mist coalesces into Caarcrinolaas. Typically, he appears in a polymorphed form as per his description above – his true form is usually only revealed to the vilest supplicants.

Upon treating with the summoner, Caarcrinolaas transforms into a wave of blood that washes outwards. Those who have summoned him without the necessary protective magicks are splashed by the blood, and must then succeed on a Fort save DC 15 or contract *faceless hate*, as described in the disease section of the *Book of Vile Darkness*.

DAGON, Duke of the Deep

Duke of Hell

Huge Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: An indistinct face within a murky blue and black inverted triangle

Fighter 10

Hit Dice: 40d8 + 10d10 + 550 (970 hp)

Initiative: +12 (+11 Dex, +4 improved initiative)

Speed: 50 ft., swim 100 ft., fly 70 ft. (average)

Armor Class: 58 (-2 size, +11 Dex, +36 natural, +3 profane), touch 22, flat-footed 47

Base Attack/Grapple: +45/+72

Attack: Claw +66 melee (3d8+19+1 vile 19-20/x2)

Full Attack: 2 claws +66 melee (3d8+19+1 vile 19-20/x2) and bite +62 melee (6d6+9+1 vile plus poison plus disease 19-20/x2) and tail slap +62 melee (4d8+9+1 vile 19-20/x2 +1d6 and Fort DC 54 or die)

Space/Reach: 15 ft./ 15 ft.

Special Attacks: *Call devils*, infernal presence, improved grab, rake 3d8+28, spell-like abilities, swallow whole

Special Qualities: Damage reduction 20/epic good and silver, darkvision 60 ft., Duke of Hell qualities, regeneration 11, immunity to fire and poison, resistance to acid 20 and cold 20, see in darkness, spell resistance 47, telepathy 500 ft.

Saves: Fort +38, Ref +38, Will +37

Abilities: Str 49, Dex 32, Con 33, Int 26, Wis 30, Cha 29

Skills: Bluff +54, Concentration +54, Diplomacy +64, Disguise +52 (+58 when acting in character), Gather Information +52, Handle Animal +62, Hide +46, Intimidate +68, Knowledge (religion) +54, Listen +62,

Move Silently +64, Sense Motive +55, Spellcraft +51, Spot +62, Survival +53, Swim +80

Feats: Dark Speech, Cleave, Corrupt Spell-like Ability^B, Great Cleave, Greater Weapon Focus (claw), Improved Critical (bite), Improved Critical (claw), Improved Critical (tail), Improved Multiattack, Multiattack, Power Attack, Vile Natural Attack, Violate Spell-like Ability, Weapon Focus (claw), Weapon Specialization (claw)

Epic Feats: Armor Skin (x3), Devastating Critical (tail), Epic Evil Brand^B, Epic Weapon Focus (claw), Overwhelming Critical (tail), Penetrate Damage Reduction (adamantine), Penetrate Damage Reduction (cold iron), Penetrate Damage Reduction (silver)

Environment: Stygia, Fifth of the Nine Hells of Perdition

Organization: Solitary,

Challenge Rating: 35

Treasure: Triple standard

Alignment: Lawful Evil

The darkness of the ocean depths is not merely the absence of light. It is a palpable thing; an entity that devours the unwary. Within, no warmth, no light, no life exists. Only the crushing pressure and the darkness, the always present darkness, offer their company. Those who truly believe they are alone in this murky void are terribly wrong however. Dagon lurks in the deep, its dark essence and soul.

The foul Dagon serves Prince Leviathan in the deepest depths of Stygia, preparing for a coming war that will consume the entire cosmos. Presumably this conflict will be directed at the Realms Above or the Mortal Coil, but some scholars have speculated that it is in actuality one that will be the culmination of Stygia's schism from Hell. A great civil war that will encompass all Hell, the likes of which have not been seen since the *Wars of Greed and Light*. Of course, such speculation is the meaningless babble of minds maddened by forces they should have left well enough alone. One thing is certain, Dagon is amassing an army, both in the Mortal Coil and the Realities Beyond.

Dagon is a complex devil. He represents the dark and unforgiving nature of the sea, its lack of mercy and the mysteries concealed in its depths. He patrons those pirates who promise not to harm their victims, and then throw them into the sea. He is the champion of those who would use the ocean to advance their tyranny or hide their secrets. He is the watery grave of traitors; he is the just reward of the deceitful. He both delights in and is the death of the double crosser.

Dagon and the sahuagin god Sekolah have long been at odds with each other. Dagon appears to the sea devils as a demigod, and infringes upon Sekolah's worship and portfolio. The Duke is protected by his master Prince Leviathan in this encroachment, for the sahuagin god would surely destroy him for this constant insult. So far Dagon's cult among the sea devils is insufficient to gain the Duke godhood, but it grows with every year. Soon, the sahuagin deity may well find he has overstayed his welcome in Hell, as a truly divine Dagon sweeps down upon his tattered lair and devours his essence. What that would mean for the Lordship of the Fifth Hell, only time will tell. However, as loyalty reaps little fruit in Stygia, an all out war between Dagon and his master would be the most likely outcome.

Dagon currently is breeding himself an army of his own offspring. His cultists, known as the Brood, supply him with women, and he fathers as many marquis half fiends upon them as their womb will allow. After they are no further use to him, they are usually turned over to his court for amusements. Occasionally these women are allowed back to the Mortal Coil, their minds horribly shattered by the horrors they have endured. Few believe the wild tales that these poor souls tell. Those who do believe them find that it is best leaving the truth covered in mystery and disbelief.

Dagon is partially humanoid in appearance. He is covered in mottled blue-green scales from head to toe, like those of a shark. Webbing lines his hands and feet, both of which end in wicked claws. His head sits atop a powerfully muscled neck. Mostly human in appearance, long curly hair springs from his face and head, giving him a tangled beard. Powerful jaws, lined with multiple rows of shark like teeth form his most distinctive feature. His gaping maw seems to go on forever, easily large enough to swallow even an ogre in a single gulp. When Dagon deigns to clothe himself, he dresses in simple loincloths made from humanoid hide and sharkskin.

Combat

Call Devils (Sp): Once per day, Dagon can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Dagon may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Dagon may either *call* or *summon* in a day; he may not do both.

Feast of All Souls (Su): 3/day as a standard action, Dagon may open his maw and rip the souls of his foes from their still living bodies. All living creatures within a 60 foot cone receive 4d6 negative levels. (Fortitude DC 41 for half) Any creatures who fail their saves by more than 10 are instantly slain, their souls devoured by Dagon. Only the direct intervention of a lesser or higher ranked god with the Gift of Life SDA can restore a creature killed by this power. Dagon gains 10 temporary hit points per HD of the slain creatures. He also gains a +1 profane bonus to attacks for every 10HD of creatures slain in this manner. Both the temporary hp and profane bonuses last for one hour.

Improved Grab (Ex): Dagon must hit with two claw attacks to use this ability. If he establishes and maintains a hold, he deals automatic claw damage every round. If he is in the water or air while he maintains the hold, he can also rake.

Infernal Presence (Su): Dagon's Infernal Presence has a Will save DC of 39. His caster level is 49th.

Regeneration (Ex): Dagon takes normal damage from good-aligned silvered weapons of at least +5 enhancement, and from spells with the good descriptor.

Sovereign of the Sea (Ex): When in contact with water, Dagon gains a competence bonus of +5 to his AC, attacks, saves, and special attack DCs. He possesses a blindsight to a range of 200 feet while immersed as well. 3/day Dagon can increase the pressure of the ocean around him. All within 60 feet of Dagon take 15d6 points of bludgeoning damage and are paralyzed for 1d4 rounds. Movement speeds are halved for 9 rounds. A successful Fortitude save DC 46 halves the damage and

negates the paralysis effect.

Spell-like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 3/day - *destruction*, *meteor swarm*; 1/day - *symbol of pain*; 1/week - *wish*. Caster level 49th; DC 19 + spell level.

Swallow Whole (Ex): If Dagon strikes with his bite attack, he can immediately make a grapple check against a large or smaller creature without invoking an attack of opportunity. If he wins, the creature is considered grappled within his mouth. On the following round, Dagon may make another grapple check; if he succeeds, the creature is considered swallowed. The swallowed creature takes 3d8+11 points of bludgeoning damage and 10 points of profane acidic damage per round from Dagon's stomach. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 40 points of damage to the stomach liner (Armor Class 31, Dagon's damage reduction applies). Once the creature exits, Dagon's regeneration closes the hole, another swallowed creature must cut its own way out. Dagon's stomach may hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents. Creatures slain within Dagon's belly have their very souls devoured, and are beyond any hope of resurrection save that of a *wish* or *miracle* (which must still penetrate Dagon's spell resistance to succeed).

Tides of Treachery (Su): Dagon can grant great prowess to those who are willing to pay the price. Those that summon him (henceforth referred to as the "Brood") can submit to an unspeakable ritual by which they are infused with the powers of Hell. In game terms, the Brood gains the half-fiend template with no overt changes to their physical appearance. The Brood also gains a swim speed equal to double his land speed and the ability to breathe underwater as a permanent *water breathing* spell. Since their physical makeup is not altered greatly, the Brood does not gain wings or the ability to fly from this ritual. All of the changes from this ritual are instantaneous and extraordinary, so they are not subject to dispelling.

However, every month, the Brood must sacrifice an unwilling sentient female maiden who has just reached the age of puberty for her species. The ritual for the sacrifice sends the girl into Dagon's fortress Gathron in the seas of Stygia where she is used to bear the Duke's children. Failure to produce the sacrifice in time inflicts 1 negative level on the Brood. In addition, the Brood can use none of his special attacks or spell like abilities from the template during this time. Every week the sacrifice is delayed inflicts another negative level. These levels can never be removed through *restoration* or other such spells, the only way to rid them is to make the sacrifice with one additional victim per negative level received, or to atone, as described below. Should a Brood receive a number of negative levels equal to his total HD, he immediately dies and his soul becomes Dagon's for eternity.

Atonement for the vile servitude of Dagon is a long road of hardship. First, a 21st level cleric must cast a *miracle* that rids the Brood of the half fiend template.

There is a 15% chance that this loss kills the Brood, sending him immediately to Hell. Those who do not die must then perform a *quest* to free at least one of the girls who were sacrificed by the Brood. The Brood is not required to perform this rescue by himself, but he must be present for and take part in the dangers. The Brood still receives negative levels every week he does not make sacrifices. Upon a successful rescue, the Brood can receive an *atonement* spell by a 21st level cleric, which removes the negative levels.

Summoning Dagon

Dagon will accept a live female of breeding age as a sacrifice. Using a female sahuagin provides a +2 bonus to the check. Using a willing female provides a +2 bonus to the check. These bonuses stack. The woman is to be presented for sacrifice on her hands and knees, naked and bound.

Once successfully summoned, black water begins to ebb from the circle, flowing inwards and forming a fifteen foot tall pillar. The faint outline of Dagon can be seen within, just the barest hint. Without warning, water blasts forth from the circle, striking all the summoners and the sacrifice. It is essential that the summoners keep their gaze upon Dagon at this moment, even in the rush of water. A Fortitude save DC 21 is required to resist blinking or turning away. If this is failed, the summoners are at the mercy of Dagon for 1 round before he leaves. Dagon typically attempts to swallow a summoner before he is forced back to Hell. If this save succeeds, the summoners see Dagon appear ever more clearly in the water until he emerges just barely, his face being the only portion of his body that is not immersed in the water.

If the summoning is successful and the summoners do not look away from the Duke during the initial rush, Dagon accords them with a very slight respect. He offers them the Tides of Treachery, and will agree to nearly anything should they accept this. If they do not accept Tides, he is still willing to deal with them, provided the task is overtly violent or involves either the ocean or the chance at female captives. Dagon is rough in his speech, but focused. If it seems he is being toyed with, he will attempt to shatter the barrier and inflict great harm on his summoners. If it seems he is being offered a fair deal, he is quick to make it and be done.

Should the summoners bother to look around during proceedings, they find the sacrifice is already gone, taken by the Duke. A spot check DC 30 reveals her struggling in the water, most likely drowning, obviously in pain. Undue attention to her causes Dagon's ire however, and should not be the concern of those who wish to remain in the Duke's good graces.

After the bargaining is complete, Dagon's face withdraws back into the water. Seizing his captive, the water grows opaque once more, concealing them from sight. The pillar of water then splashes to the ground, leaving behind 2d10 gallons of double strength unholy water.

AMDUSIUS

Major Domo of Malbolge

Duke of Hell

Large Outsider (Evil, Extraplanar, Lawful)

Symbol: An inverted, green triangle formed entirely of

alicorns wreathed with vines.

Blackguard 10/Ranger 20

Hit Dice: 38d8 + 10d10 + 480 (884 hp)

Initiative: +10 (+10 Dexterity)

Speed: 70 ft, fly 130 ft (good)

Armor Class: 51 (+15 armor, +10 dexterity, +10 natural, +7 profane, -1 size), touch 26, flat-footed 41

Base Attack/Grapple: +34/+52

Attack: Dread Alicorn +52 melee (3d6+26+2d6 (unholy) +1 (vile) and *Angry Ache*)

Full Attack: Dread Alicorn +52 melee (3d6+26+2d6 (unholy) +1 (vile) and *Angry Ache*), 2 claws +45/+40 melee (1d8+7 and poison), 2 hooves +45/+40 melee (1d6+7) and 2 wings +45/+40 melee (2d4+7)

Space/ Reach: 10 ft./10 ft.

Special Attacks: *Call devils*, Call of the Wild, combat style, favored enemy (Aberations +4, Dragons +4, Evil Outsiders +2, Fey +6, Magical Beasts +2), Infernal Presence, rebuke undead (+4 rebuking bonus), Reform the Savage Soul, smite good (Blackguard: 3/day, +10 damage; Marquis: 1/day, +48 damage), sneak attack +3d6, spells, spell-like abilities

Special Qualities: Animal companion, aura of despair, camouflage, Damage reduction 20/good and silver, dark blessing, darkvision 120', *detect good*, Duke of Hell qualities, evasion, fast healing 10, fiendish servant, hide in plain sight, immunity to charm, compulsion, fire and poison, low light vision, *magic circle against good*, regeneration 10, resistance to acid 20 and cold 20, scent, spell resistance 47, swift tracker, telepathy 500 ft., wild empathy (As 42nd level druid), woodland stride

Saves: Fort +48, Ref +48, Will +47

Abilities: Str 39, Dex 30, Con 31, Int 20, Wis 34, Cha 30

Skills: Bluff +19, Climb +34, Concentration +50, Diplomacy +14, Gather Information +15, Handle Animal +57, Hide +61, Intimidate +66, Jump +50, Knowledge (Nature) +36, Knowledge (Religion) +30, Move Silently +65, Listen +61, Ride +16, Search +40, Sense Motive +22, Spellcraft +26, Spot +60, Survival +63 (+67 when tracking or above ground), Swim +34

Feats : Cleave, Combat Reflexes, Corrupt Spell, Corrupt Spell Like Ability, Endurance, Extend Spell, Favored Power Attack, Improved Favored Enemy (Fey), Improved Natural Attack: Horn, Improved Rapid Strike^B, Improved Sunder, Leadership, Multiattack^B, Power Attack, Rapid Strike^B, Track, Vile Natural Attack, Violate Spell

Epic Feats: Bane of Enemies, Death of Enemies (DC 32), Epic Evil Brand, Great Smiting, Improved Metamagic, Widen Aura of Despair

Environment: Malbolge, Sixth of the Nine Hells of Perdition

Organization: Solitary (Unique), with urban gang (6d6 various level human children and 2 polymorphed cornugon guards), with pack (6d6 fiendish or corrupted animals and 2 polymorphed cornugon guards) or with honor guard (6 cornugons and 12 hamatulas)

Challenge Rating: 35

Treasure: Triple standard

Alignment: Lawful Evil

Duke Amdusius serves as Lady Lilith's major domo and caretaker of her many fortresses on Malbolge. He is the perfect servant to the vicious Lady, the spawn of her

lusts and the heir to her dominion over all Nature.

The Duke was born long ago, during Lilith's original stint as Lady of the Sixth. During one of the Lady's ventures to the Mortal Coil, she sought to seduce the original Lord of the Forest, a unicorn of immeasurable power. His fall began the Lady's mastery of Nature's Mystery, allowing Hell a claim to the foolish Lord's territory. His last act was to curse her womb with fertility, that none of her children would be able to be terminated before their birth.

Amdusius received no love from his mother; his was an existence of torture and abuse. He finally escaped the prison that Lilith's fortress had become, only to find that outside was no better. He was forced to survive on his own, a cruel existence for a fragile creature. He quickly learned the lessons of Hell, that mercy was weakness, hatred was power, and that the strong ruled the weak. He then turned his attentions to the material plane to forge himself his own kingdom.

His arrival upon the Mortal Coil alerted the leaders of the druidic circle, the masters of Nature's power. Amdusius was thought to be the King of the Forest reincarnated and given worship. As he learned from them, he realized foolish errors in their ways, and determined that as rightful ruler of all Nature he was obligated to reforge them in his image. A new order was needed in Nature, Amdusius' order. He cut down the members of the arch-druid circle, keeping their children alive. Amdusius shared with these children the secrets of subjugating Nature. He corrupted the sacred places of the world, reforming them into a proper monument to his glory. It was not long before the animals and plant creatures of the Mortal Coil were Amdusius' loyal subjects, bowing to his might.

Amdusius then turned his attentions to the hated cities that encroached upon his territory. Assuming the guise of a human, he entered with the intention of scouting. Upon coming across a child who was being beaten by her father, something changed in Amdusius. He identified with the poor abused soul, so much like his own younger self. He loathed the man above the sniveling child, so much like his own hated mother. His dark anger flooded into the child, infusing her with power. The child looked as surprised as the man when she crushed the fist descending to strike her. A wicked gleam stole into her eye, and she tore out the man's windpipe with a vicious chop to his throat.

This sparked a new focus of Amdusius' grand dream. He lured children into his fold, children who had reason to hate as he hated. They would be the catalysts of his new order alongside his warriors of nature. Once united, he would bring the entire world to its knees...and then into Hell.

Nature itself rose up against Amdusius before he could bring about his grand plan. The fey, elves, and other sylvan creatures united and fought against him. Amdusius found himself banished back to Hell, trapped by potent eldritch weaving of fey origin. Not to be discouraged, Amdusius made his way back to his mother's abode and supplicated himself before her. The prodigal son returned. He had not set aside his hatred of her, but he buried it deep. He needed her power to return and conquer his kingdom, and so he became her servant. His ruthless power quickly elevated him through the ranks and soon he was Lilith's right-hand man. He was on the verge of obtaining the power he needed when *The Great Fall* heralded the arrival of the new Lord of the Sixth,

Moloch. Rather than perish fighting against Moloch's inevitable victory, Amdusius faded into the background. When his mother was forced to bend her knee before the former astral deva, Amdusius was nowhere to be found. For millennia he roamed Malbolge, seeking a way to turn this humiliating retreat into victory. He supported his mother throughout her submission and sabotaged as many of Moloch's murderous plans for children as he could. He hunted those who would serve the Childslayer and was heartened when the *Dies Irae* ended Moloch's usurpation of his rightful throne.

Amdusius has now resumed his duties as Lilith's chief lieutenant and spends his time repairing the twice-rifted Court. He has exploited some loopholes in the *banishment* spell and made several forays to the Mortal Coil Material to continue his building of an army, of both beasts and children. His twin portfolios have afforded him a surprisingly diverse amount of power and he remains unchallenged among his fellow Dukes of Malbolge.

Amdusius is allied with Duke Abigor of Avernus who respects both his sense of twisted honor and his combat skill. He is uncomfortable with those of the Court of Phlegethos as their focus on pain and suffering oppose his defense of children. Amdusius completely despises the Dukes of Minauros, whose focus on wealth and profit is in direct conflict with his ideal image of a natural order where all are given what they take for themselves. The Dukes of Cania are somewhat beyond him, as their rhetoric and philosophy have no place in his New Order, but he has no open hostilities with them. In fact, he respects Murmur's teachings for he views their focus on grasping the power within one's self as an integral facet of his own doctrine of power.

Amdusius resembles a powerful humanoid unicorn, standing 9 feet tall. Gargoyle-like wings resembling those of a pit fiend sprout from his back. His arms end in savage claws rather than hooves, and his eyes glow red. His horn is pure ebony, and its very touch brings with it pain. His coat is black, although there is a large patch of red on his chest that resembles a burning bush. He is often accompanied by his two companions, Hroth and Kanar. Kanar is a fiendish boarhound, standing 5 foot tall at the shoulder with yellow glowing eyes. Hroth is a bonded legendary wolf, a vicious creature with bristling gray and white fur, powerful muscles and fangs that can tear through the hide of a dragon. Both of them are devoted to Amdusius and would willingly give their lives to defend him.

Combat

Amdusius fights using an unarmed combat style he developed. He is a blur in combat, striking out with his horn, feet, claws and wings simultaneously. When surrounded, he usually spreads out his attacks, punishing all who would dare defy him. He begins combat with melee, although he is quick to retreat and bring nature's fury down upon those who begin to damage him. He has no qualms about summoning a large number of creatures into the fray if he feels things are going poorly. His druidic magic can often keep his allies in the fight longer than they would last standing with other Dukes, due to his access to *cure* and "buff" spells. His hounds remain near him, any who would approach must first get through them.

Amdusius does not hesitate to call upon the Infernal

March if he has access to it, and will likely avoid battle in areas devoid of animal or plant life. Should he be forced to retreat, he *summons* devils to cover his escape, usually barbazus or cornugons.

Acidic Blood (Ex): When wounded by a piercing or slashing attack, Amdusius' blood sprays outward in a 10' cone, dealing 1d8 points of acid damage to all in range; there is no saving throw against this effect. Creatures that do not spend a move equivalent action to get the blood off them suffer another 1d8 points of acid damage the following round.

Call Devils (Sp): Once per day, Amdusius can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Amdusius may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Amdusius may either *call* or *summon* in a day; he may not do both. He will usually *summon* bezekira in combat situations, although if needed to cover his retreat he *calls* cornugons. The savage and powerful nature of these devils appeals to the Duke.

Call of the Wild (Ex): Nature's essence flows through Amdusius' veins on both sides, suffusing him with its power. Even as he rejects its nurturing side, he embraces all that is noble, predatory and majestic. This might of nature is expressed in a number of different ways.

Amdusius has a number of spell-like abilities that are normally only available to druids. His command of their magic is usurpation, a coup allowed by his heritage. His Lawful Evil stance attempts to reform nature into his own image and ideal, while retaining that primal strength and instinct.

Amdusius can rebuke and command animals and plants as a cleric rebukes undead. His effective cleric level is 38 for this purpose. He can *speak with animals and plants* at will; naturally, he does not need to take an action to activate this ability, nor does it vanish in an *anti-magic field*.

Amdusius can *animate trees* within 300' at will. These animations fight as 16HD fiendish treants. Amdusius can *animate* up to 10 trees at one time in this manner. Except where changed above, this ability is otherwise identical to the *animate trees* power possessed by a treant.

Combat Style (Ex): As a ranger, Amdusius trained in a combat style; however, due to his unique heritage and disdain for mortal weaponry, he developed one all his own. Amdusius gained Improved Rapid Strike, Multiattack, and Rapid Strike in place of the usual ranger bonus feats; furthermore, the benefits of these feats apply to all three pairs of Amdusius' natural weapons.

Dread Alicorn (Su): His heritage granted Amdusius an alicorn atop his head, commonly considered a tool of healing. This ebon spike has been altered by Amdusius into a vicious weapon of tyranny. It functions as a +5 unholy piercing or slashing weapon, and also casts *angry ache*. (Fort DC 29 negates, 32nd caster level) upon striking. 1/day, Amdusius can use his horn to cast *pestilence* (Fort DC 29 negates, 36th caster level).

Infernal Presence (Su): Amdusius' Infernal Presence has a Will save DC of 44. His caster level is 32nd.

Poison (Ex): Any creature struck by Amdusius' claws is infected with a vile paralyzing poison. It deals 1d6 Str

and Dex initial damage, and 2d6 Str and Dex secondary damage unless they succeed a DC 44 Fort save.

Reforge the Savage Soul (Su): Amdusius represents the ruthless and merciless side of nature, the aspect of the wilderness that uses the tools of civilization to wreak revenge against those no longer welcome within the new paradigm of the Natural Order. 3/day, he can unleash the glory of Hell upon the wilds, causing evil and law to pour forth. This has a variety of uses.

Unhallowed Ground: Using this form of the power, Amdusius *unhallows* a section of nature with a 6 mile radius. (Using all three uses of the power for the day will increase the radius to 18 miles) All wildlife birthed in the area are corrupted, as per the *Book of Vile Darkness* template. Should two corrupted creatures born from this area mate, the resulting offspring acquires the fiendish or axiomatic template in addition to the corrupted. (75% chance for fiendish.) Should two of these offspring mate, the resulting scion gains the half fiendish template in addition to the first two. All wildlife that die in the area rise up as zombies on the next moonless night. The effects of the corrupted area last for 6 years. The evil offspring and undead birthed in this area are not under Amdusius' command, although they cannot attack him. Often this is moot, because their purposes coincide with his own. Should this not suffice, he can attempt to control them as he would other animals or undead, although they are counted as having ½ their normal HD.

These corrupted creatures do not look the same as a normal corrupted creature, asymmetrical and misshapen. Instead, through the power of Law which Amdusius represents, these creatures look sleekly muscled and proportioned. They gain the magical beast (augmented animal) type, rather than aberration. There are no flaws without or within; in form, they seem to resemble a paragon of their species. They often hunt in concert, as per their lawful nature, and work well together, each seeming to know instinctively what the other members are doing. This does not prevent them from preying on each other as well; indeed, other than the Lawful Evil that permeates the area, the Laws of Survival and Nature are followed to perfection.

One must succeed in a caster level check against Amdusius to cast *hallow* upon any section of the area. Amdusius is immediately alerted if an area he has corrupted is being compromised. Should the caster check succeed against the Duke, the area within the range of the *hallow* spell reverts to normal.

Diabological March: Using this form of his power, Amdusius causes all animals within a 6 mile radius to become *awakened*. They automatically gain a Lawful Evil alignment and become empathically linked. This effect lasts 6 hours, after which the animals revert to their normal state. (Usually after humanoid settlements in the area are obliterated.) Animals can resist this with a Will save DC 44. Bonded animals such as a familiar, a paladin's mount, or animal companion are not affected. For every 100 animals in the march, each individual gains a +1 competence bonus to attack. None of the animals in the march can be flanked unless all animals in the march are flanked.

If he chooses, Amdusius can use this power to summon the beasts to him. They make their way toward his location with all haste. Once there, they act as the Duke directs, usually destroying something or someone that has incurred his displeasure. The DM determines what type of animals respond to his call and how long it takes

to answer it, but it should take no more than 3 rounds for the first 1d6 creatures to begin showing up, often marching in unison, purposefully striding toward the doomed opponents of Amdusius.

Infernal Caretaker: By expending one year's usage of this power, Amdusius can create a vile servitor from an animal. This functions as an *awaken animal* spell, and also adds the legendary and corrupted templates to the creature. This creature is completely loyal to Amdusius and serves to "watch over" a section of land that the Duke needs cared for. Only one such creature can exist on any one material plane world, and only one per plane elsewhere (excepting Hell, where he can have up to 6 within Malbolge, and none elsewhere).

Spell-like Abilities: At will - *blasphemy, change self, charm monster, damning darkness, desecrate, detect good, detect magic, entangle fireball, firestorm, flame strike, greater dispel magic, greater invisibility, greater teleport* (self plus 1,000 pounds), *mass bear's endurance, mirage arcana, persistent image, polymorph, sleet storm, soften earth and stone, spike stone, suggestion, transmit mud to rock, unhallow, unholy aura, wall of fire*; 3/day - *bestow greater curse, death by thorns, destruction, earthquake, evil weather, pox, unholy blight, wrack, wretched blight*; 1/day - *eternity of torture, meteor swarm, shambler, symbol of pain*; 1/week - *wish*. Caster level 32nd; DC 20 + spell level.

Spells prepared (Blackguard): (5/5/5/4. Caster level 23rd, DC 22 + spell level) 1- *Boneblast**, *cause fear, cure light wounds x2, summon monster I*; 2- *bull strength, cure moderate wounds x2, eagle's splendor, summon monster II*; 3- *contagion, cure serious wounds, protection from energy, red fester*, rotting curse**; 4- *cure critical wounds, hell's power*, summon monster IV* (x2)

Spells prepared (Ranger): (6/6/6/6 Caster level 23rd, DC 22+spell level) 1- *alarm, longstrider, magic fang, resist energy x3*; 2- *barkskin, bear's endurance x2, cat's grace x2, wind wall*; 3- *greater magic fang, cure moderate wounds x4, water walk*; 4- *animal growth x2, cure serious wounds x2, freedom of movement, tree stride*.

Soothe the Suffering Child (Su): As patron of broken homes and the abused, Amdusius bestows dark gifts upon children. Those who are willing to focus their hatred and pain find it amplified in strange and terrible ways. 6/week, Amdusius may bestow upon willing children a variety of effects.

In game terms, a child must have less than 6 levels in rogue or sorcerer, or only 1 in any other class. They must have less than 8 levels in the commoner class. They may never be multi-classed.

Should a child mature into an adult, it retains its gift, and may stack it with similar effects from its new class; however, the gift is fixed at the level it existed before the child became an adult. For instance, Jack, a young boy with the Gift of Pain and a Charisma of 15 has a sneak attack of +2d6. If he gained a permanent increase of +5 in Charisma as a child from a *wish*, he would have a sneak attack of +5d6. However, if he started gaining levels in a PC class, and increased his Charisma, his sneak attack from the Gift of Pain would forever remain at +5d6, although it could be improved by taking levels in a class that has a sneak attack ability of its own.

Amdusius' children have several gifts from which to choose. The price of each is the child's soul, and he or she has the gift for 1 week. During that time, the child

must kill its parents (If the parents aren't living, the child must kill two other adults, chosen by Amdusius) and sacrifice them to Amdusius. Should the attempted murders fail, the gift vanishes, and the child must make a Fort save DC 44 or contract devil chills. Should the child succeed, the gift becomes permanent, the child's alignment shifts one step toward Lawful Evil, and he or she forever after takes a -6 penalty on any saves against Amdusius' attacks.

Should a child decide to recover her soul, she must first seek *atonement* with a cleric of at least 21st level. She must succeed on a quest given by that cleric, one part of which must be to obtain the resurrection of her parents, whose souls will be imprisoned in Malbolge. Upon seeking *atonement*, the gift vanishes immediately, and the child must make the fort save DC 44 or contract devil chills. The DC is increased by 1 for every 10 years she has had the gift.

Gift of Death: The child gains the ability to use a death attack as the assassin ability of the same name. The child uses its intelligence modifier in the place of assassin levels to determine the DC.

Gift of Enmity: The child gains its own race as a favored enemy, as the ranger ability of the same name. The child uses its wisdom modifier to determine the bonus of the ability.

Gift of Pain: The child gains a sneak attack, as the rogue ability of the same name. The child uses its Charisma modifier to determine the amount of d6s in its sneak attack.

Gift of Self Reliance: The child gains incredible unarmed fighting ability. The child increases its unarmed damage a number of steps equal to its wisdom modifier, and gains the offensive special abilities of a monk of a level equal to its wisdom modifier. (For instance, a child with a wisdom of 15 would gain unarmed lethal damage of 1d10, flurry of blows, and two monk bonus feats, but not evasion or a monk's AC bonus, and it couldn't choose deflect arrows as its bonus feat.)

Gift of Skill: The child gains a number of fighter bonus feats equal to its Int Mod. The child is treated as having a fighter level equal to its intelligence modifier to determine what feats it qualifies for.

Gift of Nature's Child: The child gains a lycanthrope template, however, the child gains all template bonuses except natural attacks while in human form.

Possessions: *Hellward* is Amdusius' special breastplate carved from the scales of a bronze dragon. This has been specially enchanted and crafted to avoid hindering him. It allows a +10 maximum Dexterity bonus, and grants an armor bonus of +15 to AC. The armor grants resistance to fire 10, although Amdusius has no need of this property. It also has the *glamered* special property, so Amdusius can change the armor's appearance at will. In the wild, it normally resembles the hide of a dire bear; in urban situations, he keeps it looking like a simple shirt or robe. Only in Hell does he reveal its true form.

Summoning Amdusius

Amdusius will accept a live child as a sacrifice (any humanoid child equivalent to 12 human years or younger). Note that he does not expect this child harmed or killed; indeed, performing the rite in such a manner will ensure the summoner's doom. Amdusius wishes the child's life, not its death.

The listed sacrifices (see table 7-2) may add penalties

or bonuses to the caster's skill checks for any summoning attempt. These bonuses stack.

When Amdusius is successfully *summoned*, a giant alicorn erupts from the ground, rising nine feet in the air. Thorns and vines sprout wind from the ground, weaving around the alicorn. Once completely cocooned, the alicorn shatters, revealing Amdusius in all his glory.

Once summoned, Amdusius initially ignores the caster, questioning his sacrifice as to its treatment, its knowledge of the situation, and whatnot. If he finds that

Table 7-2: Bonuses to Summoning Amdusius by Sacrifice

Sacrifice Is...	Bonus Granted
Not of caster's race	-5
Of caster's race	0
Of caster's lineage	+5
Unwilling	-5
Unknowing	0
Willing	+5

the child has been mistreated, Amdusius immediately attempts to break through the barrier. If successful, he will kill or maim the summoner(s) and leave with the child. If Amdusius receives satisfactory answers, he then turns his attention to the summoner(s). Amdusius is typically impatient during bartering and contract sessions as he is not as canny a bargainer as other devils. He will generally agree to any task within his power so long as the task does not offend his diabolical principles. A summoner that takes the entire nine minutes to chat is likely to face Amdusius' attempts to break through the barriers after 6 minutes and every minute thereafter as he grows annoyed with the discourse. Amdusius does this by slamming his fist or hoof against the barrier and demanding that the caster get to the point. If he does manage to break through due to impatience, he physically abuses the summoner(s) to teach him the folly of trying his patience (in other words, Amdusius beats the summoner to between 1 and -9 hp). After his annoyance is sated, Amdusius leaves with the child, often (90%) still providing whatever service the summoner(s) requested.

Amdusius departs in a manner reversed to his entry. A giant alicorn covered in vines cocoons Amdusius and the child, the vines recede, and the alicorn sinks into the ground.

AGUARES, Duke of Earth

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A bloodied, barbed yoke set over a sickly-green, inverted triangle

Rogue 20

Hit Dice: 28d8 + 20d6 + 380 (724 hp)

Initiative: +9

Speed: 50 ft., fly 70 ft. (average)

Armor Class: 44 (-1 size, +9 Dex, +23 natural, +3 profane), touch 21, flat-footed 44

Base Attack/Grapple: +38/+57

Attack: *Earthreaver* +58 melee (3d8+21/x3 plus 2d8

sonic plus deafness (Fort save DC 14 negates))

Full Attack: *Earthreaver* +58/+53/+48/+43 melee (3d8+21/x3 plus 2d8 sonic plus deafness (Fort save DC 14 negates)) and claw +47 melee (2d8+7) and 2 wings +47 melee (2d6+7) and bite +47 melee (4d6+7 plus poison plus disease) and tail slap +47 melee (2d8+7); or 2 claws +52 melee (2d8+7) and 2 wings +47 melee (2d6+7) and bite +47 melee (4d6+7 plus poison plus disease) and tail slap +47 melee (2d8+7)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: *Call devils*, constrict 2d8+30, improved grab, Infernal Presence, sneak attack +10d6, spell-like abilities, Yoke of Nature

Special Qualities: Bones of the Earth, damage reduction 20/good and silver, darkvision 60 ft., Duke of Hell qualities, evasion, Gain of the Gentry, immunity to fire and poison, improved evasion, improved uncanny dodge, Natural Hunter, opportunist, regeneration 10, resistance to acid 20 and cold 20, slippery mind, spell resistance 47, telepathy 500 ft., trapfinding, trap sense +6, uncanny dodge

Saves: Fort +36, Ref +35, Will +33

Abilities: Str 40, Dex 28, Con 30, Int 26, Wis 25, Cha 33

Skills: Appraise +38, Balance +44, Bluff +64, Climb +26, Concentration +42, Diplomacy +72 (+78 with evil creatures), Forgery +43, Hide +55, Intimidate +83 (+89 with evil creatures), Jump +38, Knowledge (arcana) +24, Knowledge (nature) +45, Knowledge (religion) +43, Listen +58, Move Silently +60, Profession (lawyer) +27, Ride +19, Search +59, Sense Motive +29, Sleight of Hand +50, Spot +58, Survival +68 (+62 in aboveground natural environments, +64 following tracks), Tumble +42

Feats: Awesome Blow, Corrupt Spell-like Ability ^B, Dark Speech, Improved Bull Rush, Mounted Archery, Mounted Combat, Negotiator, Persuasive, Skill Focus (Intimidate), Power Attack, Track, Vile Natural Attack

Epic Feats: Blinding Speed, Epic Dodge, Epic Evil Brand ^B, Epic Skill Focus (Intimidate), Epic Skill Focus (Survival), Legendary Tracker, Self Concealment, Sneak Attack of Opportunity

Environment: Malbolge, the Fifth Hell of Perdition

Organization: Astride Cauchemar Nightmare, or with 4 Fiendish elder earth elementals

Challenge Rating: 35

Treasure: *Earthreaver* plus triple standard

Alignment: Lawful Evil

Power is always found in the hands of those who control the land. Money may confer some authority, as does muscle; but in the end it is the soil of a place which grants the influence. Land is power, and no Duke in Hell has more lands to his name than the Patrician, Aguares.

Aguares was one of the very first Baatezu, and the acquisition of land has been his focus from the very beginning. However, the Patrician is also a miser of the worst sort, and so his methods of obtaining his lands have always been...questionable. An extremely able administrator, Aguares has been known to orchestrate some calamity to aid him in bargaining for a spot of land, before moving in and taking control as only he can. Some of the greatest conquerors of the Mortal Coil have taken a leaf out of the Patrician's book when they have exiled entire nations, relocating tribe after tribe as a

method of control. If such control cannot be achieved, genocide is always a viable option.

Sometimes also referred to as 'the Duke of Instability', some have mistaken Aguares' desires as chaotic at times. This could not be further from the truth. While the Duke has no qualms at allowing chaos a free hand before he arrives on the scene, it nonetheless has no place in the big scheme of things. Aguares uses his powers to turn the land that he controls to his purposes: forests are reordered into orderly columns of trees, with not a branch or root out of place; rivers are set straight in their courses; animals are set to work or displaced. That such order over the land is at odds with the soul of the land itself is evident in the fact that any land controlled by the Patrician is prone to frequent earthquakes, violent protests of nature herself.

Aguares has been wooed from an early age by Dispat, the Lord of the Second seeing great profit to be had by the Patrician's services, due to the unethical practices he uses to gain his lands. Alongside Caim, who uses logic to ensnare and then enslave mortals, and Titivulus, the master of rumor and useless information, used to sedate or mollify those who toil as a result of Hell's power, Aguares could do great things. Nothing would please Dispat more than a myriad of serf-states under his control. Aguares, though, has never appeared to be tempted by such offers, and indeed his work ethic would be out of place in Dis; moreover, he considers the Dukes of the Second to be imprudent wastrels. It seems that the Patrician, once having obtained his lands, no longer sees the need to deceive and manipulate the populace thereon; instead, he uses the land itself as a method of control, using slavery, instilling fear (his "peasant-hunting" expeditions are legendary), and perpetuating dependency. Along these lines, Aguares has a sometime alliance with Melchom, who has been involved on the side of the 'client' during many of Aguares' business transactions (though never to the client's benefit). Aguares has a general hatred of Amdusias, whom he considers to be unfit to be Major Domo of Malbolge due to his slave heritage. Amdusias, of course, resents the fact that Aguares considers his father to have been nothing but a slave. The two of them never work together, unless forced by Lilith herself. Amdusias also despises Aguares for his treatment of children within serf-states.

His relationship with Lilith herself is only slightly better than that of her bastard son. She delights in the increases to Aguares property, because it is, in effect, an increase in her property. However, Aguares does his best to hide new acquisitions from her, unwilling to share, and this in turn has made her distrustful of him and his intents. However, Lilith continues to allow the Patrician a large amount of freedom in his activities, because even with his sometime dishonesty he is still a very profitable servant, and he thinks so closely to her own ideals.

Aguares chafes over the restrictions placed on him entering the Mortal Coil, although they are no different to any other Duke of Hell. He is extremely active in tempting mortals to summon him to that plane, and he is sought out by rulers, or would-be-rulers, in feudal states in many worlds hoping to accumulate greater lands of their own. It is his desire to reorder entire worlds of the Mortal Coil, before transferring those lands directly to Malbolge and Hell.

Although over 9 feet tall, Aguares appears as an old man, bent and stooped. His torso is covered in liver spots

and other signs of age, and his face is wrinkled and time-worn. He bears a pair of wicked, curved horns on the top of his balding, gray head, and retains the fearsome fangs of the typical pit fiend. Aguares' wings bear no sign of old age, appearing full of vigor. His legs are like those of the hind legs of a goat, with cloven hoofs, and his tail is sinewy and strong. Aguares typically wears silk robes, looking much like a toga, and rarely travels by means of his own locomotion except at great need; instead, he is carried about in a palanquin borne by four fiendish elder earth elementals.

Combat

Aguares does not hesitate to enter combat should the opportunity present itself. If in the middle of a hunt, he may be astride one of his many Cauchemar Nightmare steeds; if overseeing his possessions, in his palanquin. In either case, he generally begins combat by casting blasphemy to kill off weak enemies, and gain some idea as to the power of those he faces. If his opponents look weak, he will typically utilize his "at will" spell-like abilities to finish them off.

For more difficult opponents, Aguares will quickly call on his Yoke of Nature ability to give him an edge, and will either dismount from his steed or leave his palanquin in order to face his foes whilst touching the earth. Flying foes are targeted by greater dispel magic if the nature of their flying ability is supernatural. He will generally pepper the area with *earthquakes*, and use *call lightning storm* as appropriate. Those that manage to close with him he attempts to flank and sneak attack, using his Cauchemar or palanquin bearers to help him in the maneuver.

Bones of the Earth (Su): Aguares draws on the strength of the land to empower himself. So long as he touches land of some sort, he gains a +3 bonus on saves and damage reduction 10/-. If on land that he controls, this bonus increases to +6, and his damage reduction increases to 15/-. These numbers have not been factored into his stats above.

Call Devils (Sp): Once per day, Aguares can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Aguares may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Aguares may either *call* or *summon* in a day; he may not do both.

Disease (Su): A creature struck by Aguares bite must succeed on a DC 34 Constitution save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Gain of the Gentry (Su): Those who hold land, or those who wish to hold land, often seek out Aguares in their efforts to increase their holdings. Aguares offers such individuals the Gain of the Gentry, benefiting a client by doing any of the following:

- Murder the client's extended family or friends so that she inherits their lands (there is no guarantee that the lands will pass to the client; changes to wills and so forth must be handled separately)
- Change another individual's will so that the client is

set up to inherit everything

- Destroy the last will and testament of an individual of the client's choice
- Target another individual's lands with a natural disaster (usually multiple earthquakes throughout the fief). This is also used to scare natural inhabitants from otherwise unoccupied land, so as to be able to take control of the resources found thereon

In return, Aguares asks for legal possession of the land upon the client's death, assuming that there are no heirs. If the client leaves an heir (or heirs), Aguares asks for one sixth of the land at each generational change (thus controlling all the land after the death of the heir six generations removed). The Patrician is a patient devil, and does not seek to kill the client or his heirs, but he will bring calamity after calamity upon the client and his heirs in the form of natural disasters, trying to scare them from the land so that he can take possession.

A client who swears his soul and the entirety of his land to Aguares upon his death is able to avoid any plagues throughout his life, and Aguares will generally deal directly with his heirs (if any) to allow them the chance to swear their own souls and retain the land for another generation, continuing ad infinitum. Such a client appears to all to be the measure of success, noble in bearing in many cases, and enviable for his position; this makes the temptation of his peers so much the easier when the Patrician comes calling.

Any Gain apart from that obtained by murder immediately shifts the client three places towards Lawful Evil. Any gain obtained by murder shifts the client's alignment directly to Lawful Evil.

Land obtained by Gain of the Gentry is treated as Aguares own land for the purposes of Bones of the Earth.

Infernal Presence (Su): Aguares infernal presence has a Will save DC of 35. His caster level is 37th.

Natural Hunter (Ex): Aguares has the tremorsense special quality, as described in the *Monster Manual*, to a range of 60 feet.

Poison (Ex): Injury, Fortitude DC 34, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-like Abilities: At will: *animate dead*, *blasphemy*, *call lightning storm*, *charm monster*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*. 3/day: *earthquake*, *control weather*, *destruction*. 1/day: *meteor swarm*, *symbol of pain*. 1/week: *wish*. Caster level 37th; save DC 21 + spell level.

Yoke of Nature (Su): Animals and plants within 60 feet of Aguares can be commanded as a standard action each round. Plant life (but not plant creatures) entangles as per the spell, with a reflex save DC 35 to avoid. Familiars and animal companions are not affected. Animals and plants continue to carry out Aguares will for 6 minutes, unless they succeed on a Will save DC 35. Plant creatures are not immune to this ability, even though it is similar to a mind-influencing effect.

Should Aguares wish it, he can make it so that his commands are permanently obeyed. This prevents fur-

ther use of his Yoke of Nature ability for one hour. Animals and plants affected by the ability gain a new save every 24 hours to break free of the effect for six days, after which, if no saves were successful, the plant or animal in question is forever under Aguares yoke.

Areas under the Yoke of Aguares are more prone to earthquakes than usual, as the land itself attempts to rebel against his influence. There is a 6% chance each week that an earthquake will strike any 600-acre swathe of Aguares' land.

Land under the control of Aguares radiates a weak aura of evil and law. Non-evil (or non-subject) creatures do not heal naturally while within the borders of land Yoked by Aguares. This likewise applies to healing by means of fast healing or regeneration, but not to magical healing (e.g. cure spells).

As a result of his control of nature, Aguares also adds *earthquake*, *call lightning storm* and *control weather* to his list of spell-like abilities.

Possessions: Earthreaver is a large +6 *thundering battleaxe* that deals damage as if it were two sizes larger. The wielder of Earthreaver is immune to the affects of earthquakes, whether natural or magical in nature. This immunity is in the form of a 5-ft radius emanation that hedges the affects of earthquakes out. The wielder can also cast *earthquake* 3/day as a 20th level caster.

Summoning Aguares

Aguares can be summoned by sacrificing to him lands to the value of 6,666gp, or 666 acres, at the client's discretion. This land must be able to be legally signed over to the Duke at the time of summoning.

Aguares always appears, when summoned, astride a cauchemar nightmare mount. The ground shakes and trembles as the sound of the nightmare's hoofs approach; a lightning bolt erupts from the sky (or ceiling of the room) to rend the air, and a portal opens in its place. Aguares gallops through the portal, pulling the beast up heavily just short of the edge of the summoning area. Should no protections be in place, he will not hesitate to ride down a servant or lesser caster to assert his dominance during the proceedings.

When any bargains have been arranged, or the summoning's duration draws to a close, Aguares rears his mount up so that its hoofs strike heavily on the ground. He does this six times, and a crack opens in the ground as he does so, yawning wider with each strike. On the sixth strike, flames gush from the opening to envelop both Duke and mount; when they subside, he is gone. Those who summon Aguares without the recommended protections are subjected to an *earthquake* effect (all applicable DCs at 16, caster level 18th) for the 6 rounds, followed by a single round of extreme heat (3d10 fire damage, Reflex save DC 16 half, caster level 18th).

RHALIK, The Bigot, Duke of Intolerance

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: An inverted triangle within an inverted triangle within an inverted triangle.

Hexblade 12

Hit Dice: 33d8 + 12d10 + 405 (789 hp)

Initiative: +12

Speed: 50 ft., fly 70 ft. (average)

Armor Class: 43 (-1 size, +8 Dex, +23 natural, profane +3), touch 20, flat-footed 35

Base Attack/Grapple: +39/+58

Attack: Claw +58 melee (2d8+15)

Full Attack: 2 claws +58 melee (2d8+15) and 2 wings +53 melee (2d6+7) and bite +53 melee (4d6+7 plus poison plus disease) and tail slap +53 melee (2d8+7)

Space/Reach: 10 ft./10 ft.

Special Attack: Aura of unluck 1/day, Bigoted, *Call Baatezu*, constrict 2d8+30, greater hexblade's curse 3/day, infernal presence, improved grab, spell-like abilities, spells

Special Qualities: Arcane resistance, damage reduction 20/good and silver, darkvision 60 ft., Duke of Hell qualities, Devilish Supremacy, familiar, fast healing 3, immunity to fire and poison, mettle, regeneration 9, resistance to acid 20 and cold 20, see in darkness, spell resistance 42, telepathy 500 ft., Unshakeable Morale.

Saves: Fort +33, Ref +32, Will +30

Abilities: Str 40, Dex 27, Con 28, Int 29, Wis 26, Cha 33

Skills: Balance +11, Bluff +57, Climb +49, Concentration +55, Diplomacy +52 (+58 with evil beings), Disguise +34 (+38 acting), Hide +24, Intimidate +71 (+77 against evil beings), Jump +59, Knowledge (arcana) +53, Knowledge (the planes) +45, Knowledge (religion) +45, Listen +48, Move Silently +44, Perform (oratory) +31, Search +30, Sense Motive +33, Spellcraft +61, Spot +48, Survival +8 (+10 on other planes, +10 when tracking), Tumble +44

Feats: Arcane Strike, Cleave, Close Quarters Fighting, Combat Brute, Dark Speech, Dodge, Corrupt Spell-like Ability^B, Great Cleave, Improved Sunder, Mobility, Multiattack, Power Attack, Spring Attack, Quicken Spell-like Ability (*fireball*), Weapon Focus (claw)

Epic Feats: Epic Evil Brand^B, Epic Skill Focus (Intimidate), Epic Prowess, Epic Weapon Focus (claw), Fast Healing

Environment: Maladomini, Seventh of the Nine Hells of Perdition

Organization: Solitary, or with squad (1d4+1 pit fiends)

Challenge Rating: 36

Treasure: Triple standard

Alignment: Lawful Evil

If discrimination were to be epitomized within a single creature, then Rhalik would be that creature. His time is spent, when not within the Nine Hells, fomenting discord between the manifold races that inhabit the Cosmos, encouraging bigotry and intolerance of differences on a major scale. It is not his intention to create chaos by means of these divisions; rather, he seeks to increase the power and control of those who would mistreat others because of their differences. It is his wish that the iron heel of intolerant, cruel mastery pervade all of Creation.

Rhalik's intolerance extends even to Hell itself. A member of the court of the Lord of the Flies, Rhalik despises even his liege-lord. His reasoning in the matter is simple: Beelzebub is not a devil. The Duke of Intoler-

ance understands that devils are the master race of the Cosmos, destined to rule all. Furthermore, he has long felt that he is the epitome of devils - although in public, at least, he puts himself beneath the Lords of the Nine and Aesmadeva (whom he considers an equal). This attitude is mirrored in all that he does: he does not deal with those who are not worth his attention, and those he does deal with feel naught but contempt (although he manages to hide this to some extent from his superiors). He treats those beneath him like slaves or chattel, and does not hesitate to kill or maim them when they are beyond use to him.

Due to his general contempt for those who are not devils (and even those who are devils but not pit fiends), Rhalik counts enemies amongst many of The Fallen, though he does not deign to consider any of them more worth his time than any other. As for other enemies, he despises the work of the Heralds of Holiness in particular, and he is known to have fought openly with the Scion of Anarchy, Dulkeem. Rhalik is known to be on good terms with Abigor and Malphas, and he claims friendship with both Aesmadeva and Bael, the latter of the two hoping to use Rhalik to advance his own power at the expense of the Lord of the Flies. Beelzebub, though, is very much aware of both Rhalik's true feelings and Bael's intentions. For all this, Rhalik is honored within the court of Beelzebub, and the reason for his continued success there is difficult to understand to the non-diabolical mind. However, one must remember this: blind, unrelenting hatred with no rational basis is nothing if not predictable. Rhalik is a pawn to the true epitome of intolerance.

Rhalik is black from head to toe, though his eyes and teeth gleam white like new snow. His wings give off the constant smell of sulfur and ash, and his entire body ripples with muscles. When he speaks, Rhalik sounds like the depths of Hell, powerful and intoxicating. The Bigot does not deign to wear finery of any sort, sneering at those who must hide their form behind apparel, and unashamedly using his naked form as a method of intimidation for those with flaws and weaknesses. He appears in every way to be the measure of the pit fiend, perfect in form and feature. He has many magic items available to him, but rarely uses them, considering them a crutch for the weak. However, he does not treat his equipment poorly; such treatment is appropriate only for the creatures that serve him. A select group of pit fiends follow the Duke, sharing his elitist view, and acting as a brute squad when necessary.

Combat

Rhalik prefers to kill creatures in a way that can be used as an insult to others of its type. If he is surprised in combat, he generally will not retreat to prepare himself, instead using *mass hold monster* to make his foes helpless. If given time before battle, he will use buff spells only if he believes that the foes might prove to be a threat (a rare thought for him).

Helpless foes are generally taken, if possible, to a place where Rhalik can inflict great pain at his leisure, before returning the corpse to a place where it will cause outrage and fear. If possible, he will pass the deed off as a crime of discrimination, furthering bigotry between two or more groups.

More difficult foes will be targeted by Rhalik's Bigoted ability - he is smart enough to use the more power-

ful aspects of the ability in such a fashion as to give him an edge over as many foes as possible.

Call Devils (Sp): As a standard action, Rhalik, as a vassal to a Lord of the Nine, commands the respect of lesser devils. As such he can *call devils* or *summon devils*. Rhalik may *call* up to one time a day 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than *summoned*, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day, Rhalik may *summon* 12 lemures; 8 barbazus or erinyes, 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends (Rhalik may either *call* or *summon* in a day; he may not do both). Unless he has no other option, Rhalik will only *summon* pit fiends.

Bigoted (Su): Rhalik's belief that almost every creature is beneath him adds efficacy to his attacks. Any weapon Rhalik wields, including natural weapons, is treated as a bane weapon of every type. 1/day, after being damaged by any creature in any way, Rhalik can choose to change the bane effect to a dread effect against that creature type only, dealing 4d6 extra damage, and forcing a save DC 41 on any hit to avoid being destroyed instantly. This effect lasts nine hours. The save DC is strength based. This ability is ineffective when used on any Lord of the Nine, or on any arch-devil that is of pit fiend or hellspawn origin. Furthermore, Rhalik's spell resistance against any foe that he is bigoted against (see guidelines above) increases by three.

Devilish Supremacy (Su): Rhalik is so in tune with the devil race that he can automatically tell a devil on sight, including knowing its hit dice and class levels. Because all other creatures are inferior to devils, he can also tell the type, including subtypes, of creatures within 300 feet of him, but this information does not come so readily to the Bigot. Rhalik must concentrate on an individual, as a standard action that does not provoke an attack of opportunity, to be able to determine its type and any subtypes. By concentrating another round, he is able to determine the creature's hit dice and class levels.

Three times per day Rhalik is able to ignore the adverse effects of an attack on his person, so long as the attacker was not a true devil, arch-devil, or Lord of the Nine. This can be activated as a free action, and need not happen on his turn. For example, Rhalik may choose to automatically successfully save against a spell, or choose to avoid all damage from an attack. This ability would even allow Rhalik to avoid all damage from a deity's Divine Blast - except one originating from Asmodeus. Rhalik can choose to invoke this ability once all factors have been resolved, i.e. after discovering the consequences of the effect.

Infernal Presence (Su): Rhalik's Infernal Presence has a Will save DC of 37. His caster level is 48th.

Spell-like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcane*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm*, *symbol of pain*; 1/week - *wish*. Caster level 48th. The save DC is equal to 21 + spell level.

Spells - Hexblade spells prepared (4/4/4, DC 19+spell level, caster level 36th): 1st - *charm person*,

magic weapon, phantom threat, undetectable alignment; 2nd - bull's strength, eagle's splendor, spider climb, touch of idiocy; 3rd - arcane sight, charm monster, poison, protection from energy

Unshakeable Morale (Su): Rhalik is immune to any mind influencing effect (including positive effects) or fear effect, unless the source of such an effect is a creature that he actually respects (i.e. any true devil of arch-devil or higher status).

Summoning Rhalik

Rhalik is difficult to summon, due to his hatred of all things non-baatezu. Still, those who have attempted such a feat suggest that a blood sacrifice of every member of a family or race in a community will suffice.

At the end of the incantation, three sizable wooden holy symbols (representing the deity of the sacrificed group) fall from the sky and implant themselves in the earth. Accompanied by the sound of a murderous mob, the symbols burst into hellish flame. Rhalik appears in the midst, wreathed in the same flames, and dancing with glee. Before speaking with the summoner, he casts the burning symbols down, where they turn instantaneously into ash that blows away before a scorching wind.

Rhalik often attempts to break free of any summoning circles and so forth, just to show his might. However, so long as he does not feel that his time is being wasted, he generally will not attack his summoners. Although Rhalik has no special abilities to grant to those who summon him, he is quite capable of performing or organizing a great many things in the name of bigotry and hatred, and will use his *wish* ability to help in that department. Those who swear their souls to Rhalik are often promised rapid ascension after death from lemure to higher forms of baatezu.

At the end of the summoning effect, Rhalik raises his arms in the air, and is struck by a sheet of black fire. He disappears in the midst of the conflagration. The flames continue to burn for 7 rounds, afterwards leaving a greasy ash behind. Thereafter, non-magical fire cannot be lit in that place, and non-magical fires brought within five feet go out.

SURGAT, Duke of Secrets

Duke of Hell

Medium Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A silvery web set over a black, inverted triangle.

Assassin 15/Rogue 5/Shadowdancer 10

Hit Dice: 20d8 + 5d6 + 15d6 + 10d6 + 300 (640 hp)

Initiative: +21

Speed: 60 ft., climb 40 ft.

Armor Class: 41 (+13 Dex, +15 natural, +3 profane), touch 26, flat-footed 41

Base Attack/Grapple: +35/+39

Attack: *Leverage* +52 (1d4+10 plus 1 Constitution/19-20)

Full Attack: *Leverage* +52/+47/+42/+37 (1d4+10 plus 1 Constitution/19-20) and *Steel Whisper* +52/+47/+42/+37 (1d4+10 and *silence*/19-20) and *Silhouette* - +52/+47/+42/+37 (1d4+10)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: *Call devils*, death attack (Fortitude DC 34), *Exposé*, *Infernal Presence*, sneak attack +11d6, spell-like abilities, spells, stun, summon shadow

Special Qualities: Cursed, Broker of Secrets, damage reduction 20/good and silver, darkvision 60 ft., defensive roll, Duke of Hell qualities, evasion, hide in plain sight, immunity to fire and poison, improved evasion, improved uncanny dodge, low-light vision, *magic circle against good*, *Prehensile Tail*, regeneration 6, resistance to acid 20 and cold 20, see in darkness, *shadow illusion*, shadow jump 160 ft. or at will, slippery mind, spell resistance 48, telepathy 500 ft., trap-finding, trap sense +1, uncanny dodge, Watching from the Wings

Saves: Fort +33 (+37 vs petrification), Ref +40, Will +31

Abilities: Str 18, Dex 37, Con 23, Int 35, Wis 19, Cha 22

Skills: Appraise +45, Balance +63, Bluff +31, Climb +55, Decipher Script + 50, Diplomacy +52 (+50 with good creatures, +58 with evil creatures), Disable Device +57, Disguise +59 (+63 acting), Escape Artist +66, Forgery +55, Gather Information +56, Hide +66, Intimidate +50 (+56 with evil creatures), Jump +38, Listen +59, Move Silently +66, Open Lock + 63, Perform (dance) +21, Search +67, Sense Motive +49, Sleight of Hand +70, Spot +61, Survival +4 (+10 tracking), Tumble +63

Feats: Alertness, Combat Reflexes, Corrupt Spell-like Ability^B, Dodge, Greater Multiweapon Fighting, Improved Initiative, Improved Multiweapon Fighting, Investigator, Jack of All Trades, Mobility, Multiweapon Fighting, Nimble Fingers, Spring Attack, Suspicious, Weapon Finesse

Epic Feats: Epic Evil Brand^B, Perfect Multiweapon Fighting, Polyglot, Superior Initiative, Trap Sense

Environment: Maladomini, Seventh of the Nine Hells of Perdition

Challenge Rating: 36

Alignment: Lawful Evil

Treasure: Triple standard plus *Leverage*, *Steel Whisper* and *Silhouette*.

The Dukes of Avernus clench their fists when they see him about on his master's business. The Dukes of Cania refuse to speak with him, and ward their fiefs as best they can from his presence. The Dukes of Dis delight in what he leaves with them from time to time. The other Dukes of Maladomini... those Dukes call him *the Snitch*, a little name for a little devil who slinks about watching, listening, and then returning to whisper in his master's ear.

Surgat is the most trusted of Beelzebub's servants; he has the ear of the Lord of the Flies, as he has had since before *The Great Fall*. Once an astral deva of mighty bearing, he walked nonetheless in the shadow of Beelzebub's greatness, seeking always to please the mighty Angel. Even in Heaven there were rumors to be had, dissension amongst the ranks, and Surgat learnt to ferret such information out. When Beelzebub fell, he took with him Surgat, and promised him a place of power when all was set aright. The Snitch could not conceive of any place but in perfect Beelzebub's shadow, for he had come to rely on the Angel; Heaven had long since shunned him for his secretive habits.

Having fallen into Hell, Surgat found himself quickly relegated to the retinue of Beelzebub, now called Beelzebub, the Lord of the Flies. Surgat was given the same duties that he had taken on before: watching, listening,

reporting - and even silencing, as appropriate. He quickly came to relish the power that he exercised over others in knowing secret knowledge about them, and began to use his knowledge as a threat. More and more often he started to hide secrets from his master - but only when he was sure that he could get away with doing so. Such knowledge he promised to keep secret from those who feared its consequences; in return, Surgat learned secrets even *more* damning.

The Snitch has no allies. He has only his master, Beelzebub, who treats him in a condescending fashion, and a myriad of creatures fearful of what he might know about them. For his part, Surgat bullies those he can, feeling pride over the look of fear and hate that he evokes in so many creatures. Surgat also operates as the Chamberlain of Maladomini, and all happenings in the Seventh Hell are recorded by him in the *Ledger of Secrets*. Perhaps most importantly, he keeps a record of all those souls that fall under the dominion of Beelzebub, and, as part of an unholy triumvirate with Byzine and Beelzebub himself, oversees the efforts of the Order of Flies. From time to time he has minor dealings with emissaries from Dis, selling morsels of information at high prices. Surgat has been instructed to step carefully in this area, and his actions are carefully choreographed and watched by the Lord of the Seventh. None can tell yet why Beelzebub allows these meetings to happen at all, but it is clear that it is part of some grand intrigue.

Surgat bears almost no resemblance to the angel that he once was. Though he stands six feet tall, he habitually stoops, as if trying to diminish his presence even further. His face is long, his nose almost absent, his lips thin and bloodless. Though his sense of hearing is extraordinary, he has no apparent ears. A thin, whiplike frame hides surprising strength, and hints at his incredible agility. Surgat bears a lizard-like tail that can act as a prehensile appendage, and his tongue is forked like that of a snake. Entirely hairless, the Duke of Secrets looks on the world with lidless eyes, never blinking, never missing a detail. His apparel changes to meet various situations, but when at court in Maladomini, he wears overlarge black robes that emphasize his emaciated frame.

Combat

Surgat prefers to avoid combat as much as possible, and so he will generally run from combat using his shadow jump ability, or *greater teleport*. However, in those few cases where it is in his best interests to fight, Surgat will begin combat by using *Exposé* on the most martial of his opponents. He will make liberal use of *deeper darkness* and existing shadows, looking to use his sneak attack a myriad of times in melee. If possible, he will start combat from a place of concealment, using his death attack on wizards or sorcerers as a preference.

Broker of Secrets (Su): Surgat is sought out by mortals in order to reveal secrets, or hide them permanently. As such, he is referred to as the Broker of Secrets. A prospective client can ask Surgat to do any of the following:

- Discover and reveal a secret known by a friend or rival of the client, or obtain the answer to a question or puzzle.
- Hide all evidence of some activity or deed performed by the client or an associate of the client.
- Organise for the removal of a rival of the client

(generally by means of abduction or assassination).

As part of the deal, Surgat guarantees that he will not reveal the client's dealings with him for a period of time, generally between 7 weeks and 7 years. However, the client is thereafter beholden to Surgat, who can call in a favor at any time (treat this as a *geas* effect with no save). For each day that the client does not follow the terms of the *geas*, the usual penalties are tripled; after a reasonable period of time (as set by Surgat, but generally 7 days, 7 weeks or 7 years), if the favor has not been completed, Surgat claims the client's soul as restitution. The Duke of Secrets will generally kill the client without delay, so that he can take possession of the soul. In the event that the favor is done within the time frame (and Surgat never calls in favors too difficult for the client to attempt, although the favor is always distasteful for the client), Surgat declares the deal finished, the client immediately shifts two degrees towards Lawful Evil, and thereafter takes a -3 penalty on saves against Surgat's abilities.

However, the deal is never truly finished. At the end of the period of silence on the matter, Surgat will contact the client again and offer to make another deal. Surgat will perform a service as above, but the client will owe *two* favors to the Duke of Secrets. In the event that the client declines, Surgat will attempt to blackmail the client by threatening to disclose the previous dealings in a most embarrassing manner. The client is allowed a Will save DC 32 to avoid caving in and doing another favor for Surgat (the -3 penalty applies on this save). A successful save still inflicts the client with persistent *nightmares* (Will save DC 32 negates, one save per night) that his base dealings will be exposed.

After each deal, the client's alignment shifts two degrees towards Lawful Evil and suffers an additional -3 penalty to all saves against Surgat's abilities. After the completion of each deal, Surgat will once again approach the client to offer a new deal, and each new deal will require one more favor than the last time in return for Surgat's services.

A client who has dealt with the Broker of Secrets can only escape this spiral of intrigue, offer and counter-offer by confessing his deeds to a cleric of 21st level (or higher), who then casts *miracle*, *break enchantment* and *atonement*. As part of the terms of *atonement*, the client must abide by the lawful punishment for his crimes.

No creature that makes a deal with Surgat as the Broker of Secrets is immune to any aspect of the ability.

Call Devils (Sp): Once per day, Surgat can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than summoned, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day Surgat may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Surgat may either *call* or *summon* in a day; he may not do both. Surgat, if presented with a situation that he cannot slink away from, immediately *calls* pit fiends, and then instructs them to *summon* additional reinforcements. The Duke of Secrets will then try to disappear during the ensuing melee.

Exposé (Su): Seven times per day, Surgat may make an *Exposé*. Selecting one creature within 90 feet, he broadcasts that creature's most embarrassing secret by means of a *programmed image* in the air directly above

its head. The target creature is entitled to a Will save DC 32 to avoid the effect, but even a successful save leaves the target unnerved, taking a -2 penalty on attacks, damage, checks and saves with regards to Surgat for the next 24 hours. A failed save leaves the creature paralyzed with shame and fear for seven rounds, as the scene plays out. Other creatures in the area must succeed on a Will save DC 32 or be *fascinated* (as per the bard class ability). The creature thereafter takes a -4 penalty on attacks, damage, checks and saves with regards to Surgat for the next 24 hours. A creature cannot be affected by *Exposé* more than once per day. Only cosmic or divine beings, or beings with no Intelligence score, are immune to this ability. This is an enchantment (charm) [mind-affecting] effect.

Infernal Presence (Su): Surgat's Infernal Presence has a Will save DC of 32. His caster level is 36th.

Prehensile Tail (Ex): Surgat's tail, though lizardlike in appearance, is able to be manipulated as if it were a third hand, easily grasping all manner of tools (and weapons). It also grants him a +6 racial bonus on Balance and Jump checks, and allows him to climb at a speed of 40 ft. (and thus granting him a +8 racial bonus on Climb checks). Using his tail and his natural ability at climbing, Surgat scurries across walls and ceilings with as much ease as he does floors.

Spell-like Abilities: At will - *aid*, *animate dead*, *bestow curse*, *blasphemy*, *cause fear*, *charm monster*, *continual flame*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *discern lies*, *dispel good*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *knock*, *mass hold monster*, *mirage arcana*, *persistent image*, *plane shift*, *polymorph*, *power word stun*, *suggestion*, *unhallow*, *unholy aura*, *unholy blight*, *wall of fire*; 7/day - *inflict light wounds*, *see invisibility*; 3/day - *destruction*; 1/day - *blade barrier*, *harm*, *meteor swarm*, *symbol of pain*; 1/week - *wish*. Caster level 44th, DC 26 + spell level.

Stun (Su): If Surgat strikes an opponent twice in one round with one of his daggers, that creature must succeed on a DC 24 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Watching from the Wings (Sp): Surgat seeks out secrets constantly. Each day, Surgat is able to select up to seven keywords; anytime any one of these keywords is used, he is able to use *scrying* as a 36th level caster centered on the creature who spoke or wrote the word (no save allowed, although spell resistance does apply). He has no limit on how often he can use *scrying*. This ability even works across planar boundaries, but it cannot penetrate divine shields or an area otherwise blocked by a deity or Cosmic Entity of at least intermediate status (Divine Rank 11 or higher). Watching from the Wings cannot be foiled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect (as the *scrying* spell does). Surgat can concentrate on up to seven different locations at once (one is always his own actual location).

As part of his Watching from the Wings ability, Surgat retains the spell-like ability to *discern lies* and *see invisibility* that he possessed as an astral deva, even though such abilities are generally lost upon gaining the fallen angel template.

Possessions: *Leverage* is a +6 *wounding dagger* that also casts fear on any creature that it successfully damages as a 20th level caster (Will save DC 20 negates). *Steel whisper* is a +6 *dagger of silence*, casting a *silence*

effect on a successful hit that affects only the creature damaged, rather than a radius of effect. *Silence* is as per the spell cast by a 20th level caster (Will save DC 20 negates). *Silhouette* is a +6 *cold iron dagger* that allows Surgat to shadow jump (as the shadowdancer class ability) at will when it is drawn. This does not count against the maximum distance that Surgat can shadow jump due to his own levels in shadowdancer.

Surgat also carries on his person the *Ledger of Secrets*, within which is kept notes on all the happenings with which Beelzebub would have Surgat concern himself with, including the names of all those who have made agreements with Maladomini, and the terms thereof. The *Ledger of Secrets* is a simple, unassuming, black leatherbound book of middling size.

Summoning Surgat

Surgat will accept the journal or memoirs of a still-living individual as a suitable sacrifice, so long as it has been illegally obtained. Additionally, he can only be summoned into a secret room, i.e. a room only accessible by a secret door.

When Surgat is successfully summoned, shadows shroud the area, and all lights (including magical light effects) go out. A myriad of whispers sound through the room, and the journal or book of memoirs opens as the pages turn rapidly. The shadows then coalesce into the form of Surgat.

Surgat, as one of the more intelligent Dukes of Hell, is particularly dangerous to deal with. He will not speak except in a whisper, and he takes careful note of any other individuals in the room, to whom he will offer other bargains by means of telepathy. If he is aware of previous activities of the client, he is very likely to use such knowledge to improve his bargaining position, happily resorting to blackmail should it be in his interests.

At the end of the summoning, Surgat simply fades away into shadow. Disembodied whispers continue for seven minutes after he leaves.

LEONAR, Chancellor of Cania

Duke of Hell

Large Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A three-horned black goat's head tattooed with infernal symbols of power, set over an inverted triangle of white frost.

Wizard 36

Hit Dice: 20d8 + 36d4 + 448 (752 hp)

Initiative: +8

Speed: 50 ft., fly 70 ft. (average)

Armor Class: 73 (-1 size, +8 Dex, +23 natural, +3 profane, +40 armor*), touch 17, flat-footed 65

*armor bonus from *greater epic mage armor*

Base Attack/Grapple: +38/+52

Attack: *Cold methodology* +53 melee (1d8+16/ x2 plus 2d6 lawful, or 1d8+16/ x2 plus 1d6 cold/ 1d10 cold)

Full Attack: *Cold methodology* +53/+48/+43/+38 melee (1d8+16/ x2 plus 2d6 lawful, or 1d8+16/ x2 plus 1d6 cold/ 1d10 cold) and 2 wings +42 melee (2d6+5) and 2 bites +42 melee (4d6+5 plus poison plus disease)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: *Call devils*, constrict 2d8+26, Dark Eloquence, Infernal Presence, spell-like abilities, spells.

Special Qualities: Black Magus, cold immunity, damage reduction 20/good and silver, Double-tongued, Duke of Hell qualities, immunity to fire and poison, Knowledge of the Damned, *magic circle against good*, regeneration 8, resistance to acid 20 and cold 20, see in darkness, spell resistance 53, telepathy 500 ft.

Saves: Fort +38, Ref +38, Will +38

Abilities: Str 30, Dex 27, Con 27, Int 42, Wis 26, Cha 30

Skills: Bluff +52, Concentration +67, Decipher Script +75, Diplomacy +66 (+72 with evil creatures), Disguise +10 (+14 acting), Gather Information +58, Intimidate +56, Knowledge (arcana) +75, Knowledge (dungeoneering) +75, Knowledge (geography) +75, Knowledge (history) +75, Knowledge (local) +75, Knowledge (nature) +75, Knowledge (nobility and royalty) +75, Knowledge (religion) +75, Knowledge (the planes) +75, Listen +50, Profession (lawyer) +67, Sense Motive +50, Sleight of Hand +12, Spellcraft +94 (+104 casting evil epic spells), Spot +50, Survival +8 (+14 underground, avoiding hazards or getting lost, natural environments, other planes), Use Magic Device +13 (+25 to use scrolls)

Feats: Corrupt Spell, Corrupt Spell-like Ability^B, Craft Staff, Dark Speech, Empower Spell, Energy Admixture (sonic), Energy Substitution (sonic), Eschew Materials, Heighten Spell, Improved Counterspell, Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Penetration, Violate Spell

Epic Feats: Automatic Quicken Spell (x2), Craft Epic Staff, Enhance Spell, Epic Evil Brand^B, Epic Skill Focus (Spellcraft), Epic Spellcasting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity (x3), Intensify Spell, Master Staff, Multispell

Environment: Cania, Eighth of the Nine Hells of Perdition

Organization: Solitary, or with 1d3 Acolytes (Soulsborn mortal wizards of 21st level)

Challenge Rating: 41

Alignment: Lawful Evil

Treasure: Triple standard base creature, including *cold methodology*.

The frigid wastelands of Cania are marked with the indelible print of their master, Mephistopheles. From time immemorial he has ruled the cold fastness, and all who live therein confess his fell Lordship. He is the greatest entity in the Eighth Hell. None approach his puissance: not in terms of might, nor in terms of magic, nor in terms of the mind.

None, that is, except for one. The Chancellor of Cania, Leonar, is powerful enough to warrant the attention and concern of even one as mighty as his master. Almost from the beginning has Mephisto ruled, and from almost as far back in the cold, dark past, has Leonar served him. Whereas Mephisto delights in the hoarding of Knowledge, taking the souls of the most intelligent for himself, and locking away newfound lore in his dispassionate heart, Leonar focuses instead on overseeing the teaching and propagation of infernal arcane knowledge - though he does so only to increase his own arcane

knowledge and might. His is the hand that parcels out such knowledge that will damn a soul in life, and it is he who, in many cases, teaches mortals the secrets of the Dark Speech, of which he is the ultimate authority (save, perhaps, Asmodeus). Many a Lawful Evil wizard will take on Leonar as a diabolical patron, seeking his aid in dark, tyrannical experiments; and Leonar is the type of Duke who will answer a summons for such aid. Indeed, he presents himself as one of the most approachable of the Dukes of Hell.

Leonar, however, is never referred to as kind, weak, or generous, for all these things are done on his terms, and in his time. The knowledge that he teaches is designed always to twist and subjugate the student, or it comes at some other price - whether paid by the student or someone else matters not. At other times he gives away only a portion of the required knowledge, or a portion at a time, but demands a price commensurate for the entirety up front. He recognizes that it is not by giving knowledge that he grows more powerful, but rather it is by the development of said knowledge by those who are beholden to him that his power grows. Leonar is best identified with the covetous professor who shows contempt for his underlings by never giving away all that he thinks or knows, but claiming their work as his own. For this reason it is understood that Dispatar has tried many times to sway him to his service. Never, though, has he appeared to waver in his duty. It should be mentioned that he seems to gain no pleasure from his activities with mortals, and some suspect that he is more interested in noting the reaction of those who fall to his power than in the increase of his own power.

Reserved in his discussions with those whom he meets, Leonar appears to suffer from a constant melancholy, although some merely take his expression to be a frown of concentration, as he meticulously takes notes on the reactions of his peers and pawns. He is often away from Cania overseeing Black Rites performed by mortal followers of the Infernal Ways, where his knowledge of rules and regulations is legend. He presides over the *grande sabbat*, held on a world of the Mortal Coil every 999 days, though it is known that he does not involve himself in the revelry, except to issue commands regarding protocol.

Within Hell, Leonar associates with other Courtiers of Hell infrequently, except as part of ceremony. This is not to say that he does not know how to play at politics: he has retained his place as Chancellor for millennia, even coming out of the false coup of Baron Molikroth unscathed. Most of his time, though, is spent in his duties as Chancellor of Cania, keeping meticulous records in his ledger of all the souls sworn or condemned to the Icy Hell. He is on good terms with Caim, who is known to be the frequent bearer of overtures from Dispatar, but has no time for fellow Duke of Cania, Murmer, whom he believes is a fool that is too willing to seek for flawed knowledge given power by belief, rather than knowledge of a perfect principle which gives power irrespective of faith. He does not seem to share the same hatred for Martinet that most in Hell do, and Mephistopheles is well aware and wary of that fact. Indeed, Mephisto watches his servant carefully, fearing that Leonar wishes the dominion of Cania for himself. The Duke of Infernal, though, is not interested in such Lordship, desiring instead the dominion of a god of Magic.

Leonar appears as a 9-foot tall humanoid with slightly saturnine features, with three goat's horns atop his head,

fox's ears, and a goat's beard. His body is black and scaled, and otherwise like that of a typical pit fiend. However, he has no tail, and a second face adorns his posterior, echoing the same image as his primary face - even speaking as he speaks. He tends to wear elaborate tunics and leggings, although the latter article of clothing never covers his second face. Over the top of these he wears a flowing, though short, cape; this article has been carefully tailored to avoid impeding his voluminous bat-like wings. Leonar favors black in all his apparel, touched with minor aspects of blue and white. His eyes appear almost human, though the whites are instead black, and the irises red; furthermore, they appear always inflamed. It is said that he takes the form of a great black goat as he pleases.

Combat

Black Magus (Su): It is for good reason that those who practice The Word often turn to Leonar as patron, for he is the Black Magus. His mastery of magic allows him to cast any spell of 1st through 9th level as if it were affected either by the Vile Spell or the Corrupt Spell feat without preparing it beforehand and without increasing its casting time. Any evil spell cast by him has its save DC and caster level increased by 3 (this does not stack with other Spell Focus type feats or abilities). Finally, he gains a +9 competence bonus on Spellcraft checks to cast epic spells with the Evil descriptor.

Call Devils (Sp): As a standard action, Leonar, as a vassal to a Lord of the Nine, commands the respect of lesser devils. As such, he can *call devils* or *summon devils*. The Duke may *call* up to one time a day 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Thrice a day, the Duke may *summon* the same spread of fiends listed above. Leonar may either *call* or *summon* in one day, not both. Leonar usually *calls* gelugons only.

Dark Eloquence (Su): Leonar is a master of the Dark Speech. Some claim that he helped to develop the tongue, or at least some aspects of it. Whatever the truth, his mastery of the Dark Speech is greater than the norm.

If Leonar uses the dread aspect of Dark Speech (as described in the *Book of Vile Darkness*), creatures of any hit dice can be affected as Leonar chooses (selecting, of course, from the possibilities given in the *Book of Vile Darkness*. Alignment conditionals still apply). No creature of less than intermediate god or equivalent status is immune to this effect, even if normally immune to mind-influencing effects.

Furthermore, if he uses Dark Speech in conjunction with an evil spell, the caster level of such a spell increases by +3. At his option, speaking in the Dark Speech deals 1d6 points of damage to objects within 30 feet per round, ignoring hardness.

Finally, Leonar can use Dark Eloquence 3/day to darken the minds of those around him. Any non-evil creature within 30 feet must succeed on a Fort save DC 36 or be rendered deaf and blind. Creatures that use blindsense, blindsight, tremorsense, or similar methods of 'seeing' are also rendered effectively deaf and blind if they fail the Fort save, but gain a +4 bonus on the saving throw. This is a sonic effect. The blindness/deafness can only be removed by a 21st or higher level Cleric casting *miracle* then *break enchantment* using the Words of

Creation in pronouncing the verbal components.

It is rumoured that Leonar has developed the means to twist the Dark Speech to yet other uses. These rumors are, as of yet, unconfirmed.

Doubletongued (Ex): Strange as it appears to the uninitiated, the second face that Leonar bears on his posterior is a great benefit to him. He is immune to all silence type effects, can speak and understand any language as per the *tongues* spell, and is able to store enough energy to have access to magic even in an *anti-magic field* or dead magic area.

This store of energy allows him to partially ignore *anti-magic fields*, dead magic areas and similar effects even if the originating source is a deity or cosmic entity. While in an *anti-magic field*, Leonar suffers a spell failure chance of (10 + attempted spell level) %. He may take a full round action to cast the spell with no spell failure chance.

Although Leonar can cast spells within an *anti-magic field*, once cast, his spells are still vulnerable to the effects. For spells with a duration longer than instantaneous or per concentration, Leonar must succeed at a Concentration check DC 25 to maintain them. This DC increases by 5 for every additional spell Leonar wishes to maintain within the *anti-magic field*. For example, if Leonar wished to maintain *stoneskin*, *summon monster IX*, *eagle's splendor*, *bull's strength*, and *haste*, he would have to make a Concentration check DC 45 or all of the spells would suffer the effects of the *anti-magic field* as normal.

Infernal Presence (Su): Leonar's Infernal Presence has a Will save DC of 37. His caster level is 47th.

Knowledge of the Damned (Su): It is with knowledge that Leonar tempts mortals, and it is with knowledge that he dominates and condemns them. Those who willingly seek out the Chancellor of Cania, or *summon* him, may be granted knowledge, but such knowledge always comes with a terrible price.

For those who will sign away their souls willingly in exchange for knowledge (if not already evil, the individual thereafter becomes irredeemably evil), Leonar grants a 1d3+2 inherent bonus to Intelligence, with the promise to those who do not gain the maximum benefit that they *will* gain it in time (always within 99 years, sometimes not being bestowed until the instant before death). Each time a +1 inherent bonus is gained, the recipient gains an additional benefit. She can choose from the following:

Black Apprentice: The recipient gains the Automatic Vile Spell or Automatic Corrupt Spell feat, so long as he would normally qualify for it. This ability can be bestowed multiple times.

Dark Focus: The recipient gains the Spell Focus (Evil) feat (also called Malign Spell Focus).

Dark Speaker: The recipient gains the Dark Speech feat. If this benefit is taken twice, the recipient takes 1d4 points of Constitution and Charisma drain that can never be restored without revoking all gifts of Knowledge of the Damned, but he can thereafter use Dark Speech with impunity, never suffering corruption damage for doing so.

Mind over Morality: The recipient gains a +3 profane bonus on saves against spells with the good descriptor.

Soulsworn: The recipient gains the Soulsworn feat (this is always the first "benefit" bestowed). If the client has already taken this feat, and has sworn to another devil patron, Leonar will not treat with the client. If the client already has the feat but is sworn to Leonar, the

client may be granted any other benefit listed as the first benefit.

Spell-like Abilities: at will: *animate dead, blasphemy, charm monster, create undead, deeper darkness, desecrate, detect good, detect magic, fireball, flame strike, greater dispel magic, greater invisibility, greater teleport* (self plus 1,000 pounds), *magic circle against good, mass hold monster, mirage arcana, persistent image, polymorph, power word stun, suggestion, unhallow, unholy aura, wall of fire*. 3/day - *destruction*. 1/day - *meteor swarm, symbol of pain*. 1/week - *wish*. Caster level 47th, save DC 20 + spell level.

Spells: Leonar casts spells as a 51st level Wizard (54th for spells with the evil descriptor). *Spells per day:* 4/8/8/8/8/7/7/7/6/3/3/3. *Typical spells prepared:* 0 – *arcane mark, mage hand, open/close, read magic*; 1 – *alarm, burning hands, floating disk, identify, mage armor, magic missile, ray of enfeeblement, true strike*; 2 – *acid arrow, bear's endurance, eagle's splendor, fox's cunning, glitterdust, scorching ray, shatter, web*; 3 – *arcane sight, displacement x2, haste, lightning bolt, nondetection, slow, tongues*; 4 – *black tentacles, contagion, enervation, ice storm, lightning bolt (violated), mnemonic enhancer, shadow conjuration, stoneskin*; 5 – *baleful polymorph, cloudkill, cone of cold, feeblemind, ice storm (violated), telekinesis, wall of force*; 6 – *contingency, disintegrate, freezing sphere, geas/quest, legend lore, mage's lucubration, true seeing*; 7 – *delayed blast fireball, forcecage, grasping hand, greater arcane sight, reverse gravity, spell turning, waves of exhaustion*; 8 – *binding, demand, dimensional lock, discern location, horrid wilting, moment of prescience, polar ray*; 9 – *apocalypse from the sky, dominate monster, energy drain, gate, mage's disjunction, meteor swarm*; 10 – *delayed blast fireball (maximized), meteor swarm (violated), wish (heightened)*; 11 – *delayed blast fireball (maximized and violated), finger of death (quickened), polar ray (maximized)*; 12 – *meteor swarm (maximized), time stop (maximized) x2*. Save DC 26 + spell level, 29 + spell level for spells with the evil descriptor.

Epic Spells: 5/day. Epic spells known: *greater epic mage armor, first taste of winter, Leonar's thaumaturgic boost, momento mori, oppress, superb dispelling, tyranny*.

Cold Methodology: *Cold Methodology* is a large +6 cold burst, lawful quarterstaff affixed with a sapphire cut into the shape of a snowflake at each end. *Cold Methodology* has 50 charges, and is able to be recharged in the same fashion as a *staff of the magi*. When first created, it granted the wielder immunity to cold damage when the staff was held; Leonar has long since siphoned that power off for himself. The staff grants the following powers:

- 1 charge: corrupt *cone of cold, dimensional anchor, intensified magic missile, freezing sphere, quickened fox's cunning, quickened mage armor, vile delayed blast sonicball, violated polar ray*
- 2 charges: quickened *Canian ice storm**, quickened *moment of prescience*, quickened sonic admixed *cone of cold, sonic admixed delayed blast fireball*
- 3 charges: *animus blizzard*.

Cold Methodology is a minor artifact.

**Canian ice storm* works as per *meteor swarm*, except that the fire damage is instead ice damage, and the bludgeoning damage is replaced by piercing damage.

Possessions: As a Duke of Hell, and one of the most powerful of that echelon, Leonar has access to any magic item (save artifacts) mentioned in the *Dungeon Master's Guide*, given time. He generally carries a dozen or so powerful scrolls (8th level and higher), and does not hesitate to use them if pressed. He always carries *Cold Methodology*.

Summoning Leonar

Leonar can only be summoned by offering him knowledge, but this knowledge must be in a form that he can exploit. He desires individuals who are willing to partake of his Knowledge of the Damned ability. Additionally, a newly researched spell with the evil descriptor, or vile material components (either one worth in excess of 500gp) is required.

When all is in readiness, a dark mist rises from the ground, obscuring all sight. Low voices begin to chant softly in the Dark Speech, and a single image appears in the midst of the darkness, able to be seen only by the primary caster. It seems to be a scroll made of something so black that it makes the surrounding darkness appear bright in comparison. The scroll unfurls to reveal glyphic pictures of a black devil in the midst of a sabbat. The picture moves as if real, and the black devil walks from the midst of the rites and steps out of the scroll. The scroll then disappears, though the darkness remains.

When at last the summoning ends, the area grows chill. Dark clouds gather over Leonar's head, before a heavy fall of black snow begins to fall. This lasts for nine rounds and obscures all sight within the area. When the dark blizzard stops, Leonar is nowhere to be seen. For those who summon Leonar without the appropriate protections, the black weather deals 3d10 points of cold damage per round (Fort save DC 15 for half). Black ice remains on the surface where Leonar stood for nine days. Note that these effects happen in the midst of darkness, which also persists for nine days; thus creatures without the ability to see in magical darkness see none of these things.

MURMER, Duke of Philosophy

Duke of Hell

Large Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A golden ducal crown set over a barbed shepherd's crook on an inverted triangle formed of blue-green ice.

Cosmic Descryer 10/Sorcerer 8

Hit Dice: 32d8 + 18d4 + 416 (744 hp)

Initiative: +11

Speed: 60 ft., fly 160 ft. (good)

Armor Class: 40 (+7 dex, +21 natural, +3 profane, -1 size), touch 19, flat-footed 33

Base Attack/Grapple: +44/+55

Attack: *Philosopher's Crook* +56 melee (1d8+13 plus 3d6 sonic plus blindness/x2)

Full Attack: *Philosopher's Crook* +56/+51/+46/+41 melee (1d8+13 plus 3d6 sonic plus blindness/x2), or 2 slams +50 melee (2d8+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: *Call devils*, Complicated Creed, cosmic connection 1/day, enduring gate (3 days), Philosophical Conquest, spell like abilities, spells

Special Qualities: Cursed, Duke of Hell qualities, damage reduction 20/good and silver, darkvision 60 ft.,

immunity to fire and poison, low-light vision, *magic circle against good*, Master of the Academy, naturalization (Arcadia, Astral, Carceri, Outlands, Mortal Coil), regeneration 8, resistance to acid 20 and cold 20, see in darkness, spell resistance 50, Stoic, superior planar summoning (+12 HD), telepathy 500 ft.

Saves: Fort +33 (+37 vs petrification), Ref +32, Will +31

Abilities: Str 24, Dex 24, Con 26, Int 35, Wis 23, Cha 35

Skills: Bluff +69, Concentration +61, Diplomacy +78 (+76 with good creatures, +84 with evil creatures), Escape Artist +39, Gather Information +20, Hide +35, Intimidate +69 (+75 against evil creatures), Knowledge (arcana) +66, Knowledge (history) +44, Knowledge (local) +44, Knowledge (religion) +61, Knowledge (the planes) +61, Listen +51, Move Silently +52, Perform (Oratory) +61, Profession (teacher) +42, Search +47, Sense Motive +58, Spellcraft +84 (+88 to decipher scrolls), Spot +54, Survival +54 (+58 tracking, +60 on other planes), Use Magic Device +47 (+53 with scrolls), Use Rope +7 (+11 with bindings)

Feats: Arcane Preparation, Augment Summoning, Combat Casting, Combat Reflexes, Corrupt Spell-like Ability^B, Empower Spell, Eschew Materials^B, Improved Disarm^B (when wielding *Philosopher's Crook*), Improved Initiative, Maximize Spell, Practiced Spellcaster, Quicken Spell, Spell Focus (Conjuration)

Epic Feats: Energy Resistance (sonic), Enhance Spell, Epic Evil Brand^B, Epic Reputation, Epic Skill Focus (Spellcraft), Epic Spellcasting, Improved Combat Casting, Improved Metamagic (x2), Improved Spell Capacity, Intensify Spell

Environment: The *Academia Caniae*, Cania, Eighth of the Nine Hells of Perdition.

Organization: Solitary or with 2 Prefects (ha-nagas or fallen solars)

Challenge Rating: 38

Treasure: *Philosopher's Crook* plus triple standard

Alignment: Lawful Evil

Heaven laments to this day the fall of the likes of Beelzebul and his brethren. Some may even understand, to the minutest degree, why such mighty exemplars of righteousness fell from the grace wherein they had grown. Before these deplorable events, though, one other fell. He fell not because he doubted the lore of Heaven, nor did he fall because of the lusts of his own heart. This angel fell because he sought alternate, unsolicited knowledge, trusting in his own intellect and might above that of the celestial agenda.

Murmer, he came to be known, and none now speak his original name. The infernal patron of philosophers and all those who seek for complication over simplicity, Murmer teaches not that the Powers are non-existent, but rather that they have power only because of belief. Furthermore, he teaches that belief in alternate forms of power can allow the knowledgeable to elevate themselves as they would, rather than remaining dependent upon deity.

In his quest to prove his theories, and to disprove or discount others, Murmer believes that the end justifies the means. He has been known to abduct children for experimentation, toying with their young, impressionable minds, leaving some mad and others helpless thralls. He

experiments upon live creatures, seeking for the spark of intelligence so as to find a way to isolate it from all else. The greatest portion of his time is spent in his school, *Academia Caniae*, teaching people to doubt what they see, to question what they hear, and to suspect all simple answers. His teachings find their way even into mainstream religion, where clerics, desiring the praise of others for their intellect, will preach sermons so littered with jargon and ostentatious rhetoric that the underlying message becomes garbled and unintelligible. In such a manner, even the devout followers of the most simple faith can stumble and fall away.

What his students do not realize - at least, not at first - is that each creature that falls to the teachings of the Philosopher Duke begin to channel their powers through him, thus increasing Murmer's powers. It is thus not a surprise to find that Murmer is one of the more powerful Dukes of Hell. He is known to be responsible for the fall of Carreau, the Apostate, with whom he remains in contact. On good terms with many other fallen angels in Hell, he is nonetheless at enmity with the Lord of the Flies. He respects Caim for what he represents, but takes every opportunity he can to discredit the Duke of Logic's words, whilst avoiding an organized debate with the Logical Devil.

Many wonder how it is that a fallen angel such as Murmer has managed to retain such power and influence at the court of the Lord of the Eighth, whose hatred of the fallen angels is legendary. Murmer, though, predates the general influx of these former angels, and found favor of a sort in the eyes of Mephistopheles from an early date. In earlier times, more so than now, Mephisto even benefited from the efforts of the Philosopher Duke. Murmer's efforts now, though, seem focused on providing an alternative source of knowledge and power - self knowledge and power of presence - to Mephisto's own paradigm. It is said that Mephisto merely waits for an opportunity to present itself to allow him to limit his servant's freedom. Murmer, on the other hand, seems content in striving to set up an alternate center for the fallen angels in Hell - even going so far as to tempt yet more angels to the path he treads. In this, at least, Mephisto will not try to prevent him, for every success that Murmer claims is a loss to Beelzebub, Lord of the Seventh.

Murmer appears as a solar with vulture's wings. His skin is like tarnished silver, and his eyes are like brilliant blue stars. He often wears a toga and sandals, and carries the *Philosopher's Crook* with him wherever he goes. His voice is like brazen trumpets when angry, or like pan-pipes when calm.

Combat

If combat even looks like it may ensue, Murmer always summons or calls as many reinforcements to his aid as possible, trusting in their greater strength due to his Augment Summoning feat (this applies to his *call devils* ability as well). He is fond of preventing foes from closing by means of an intensified *black tentacles*, and does not hesitate to *gate* in further reinforcements should things look difficult. When his foes are busy, distracted by his lesser allies, Murmer will use Philosophical Conquest, sometimes weakening his foes' resistance first with *greater dispel magic* and intensified *touches of idiocy*.

Call Devils (Sp): As a standard action, Murmer, as a

vassal to a Lord of the Nine, commands the respect of lesser devils. As such, he can *call devils* or *summon devils*. The Duke may *call* up to one time a day 12 le-mures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Thrice a day, the Duke may *summon* the same spread of fiends listed above. The Duke may either *call* or *summon* in one day, not both. Murmur often uses this ability to *call* barregons to his side.

Complicated Creed (Su): Murmur's teachings twist in upon themselves, but it is still difficult to find the evil at the core of them. His alignment cannot be detected by any means, although spells and effects that otherwise affect evil creatures also harm him.

Murmur can teach his Complicated Creed to any willing creature, and force some aspects of it on others - but such an individual must first fall sway to Philosophical Conquest, and fail at least three of the saves associated with it. Even then, an unwilling recipient gains a Will save DC 38 to avoid the effects. The following effects are possible as a result of teaching his creed to an individual:

Add to the Doctrine: Primarily for those that can use divine magic, Murmur grants them greater access to such power by teaching them to awe their congregations. By adding their own thoughts and philosophies to the doctrine they preach, and mystifying the simple truths therein, such an individual can cast one additional domain spell of each level per day. The spellcaster must change their domains to Law and Evil, or some other domain approved by Murmur. If the individual had no domain previously, she now gains one, including the domain powers. The individual becomes Lawful Evil in alignment if she was not already.

Spark of Self-Assurance: An affected creature can choose to trade up to nine levels of any class for sorcerer. He gains a +2 bonus to Charisma for every three levels traded in. Those who are already sorcerers can instead permanently trade in spell slots for a bonus to Charisma, on a three to one basis. Thus a sorcerer who permanently surrendered a 9th level slot would gain a +3 bonus to Charisma. The maximum bonus in either case is +6. The individual becomes Lawful Evil and can cast Vile Spells spontaneously.

Sway the Masses: The affected creature gains the supernatural ability to use *charm person* or *suggestion* at will. The save DC for this ability is equal to 10 + ½ class levels + Charisma-modifier. The creature moves one step towards Lawful Evil for every eight times he uses the ability.

No matter which effect is bestowed, the affected creature considers Murmur thereafter in the most favorable light, treated as being fanatic in attitude towards him. Unless a cleric of 21st level or above intervenes by casting *miracle*, followed by *atonement*, the creature's soul becomes the property of Murmur to deal with as he sees fit.

As well as the above effects, any creature under the influence of Complicated Creed cannot be detected as evil, and even retain class abilities that they would otherwise lose due to any change in alignment caused by this ability.

Infernal Presence (Su): Murmur's Infernal Presence has a Will save DC of 38. His caster level is 47th.

Master of the Academy (Ex): Whilst within the halls

of the *Academia Caniae*, Murmur enjoys a +9 morale bonus to attacks, damage, checks and saves. In any other place of learning (a school, a library, a university, etc), he gains instead a +3 morale bonus to attacks, damage, checks and saves. Murmur cannot be banished from any building that has more than 99 books or scrolls within it.

Philosophical Conquest (Su): The philosophies of Murmur, whether they are scathing attacks on others' beliefs, or gentle assurances that there is no such thing as Evil or Hell, can have a profound effect on those that hear them. 3/day Murmur can speak and attempt a Philosophical Conquest. All creatures within 80 feet must succeed on a Will save DC 38 or recognize the Duke's superiority and admire him for 9 rounds. Creatures that admire him are stunned. Should he so desire, Murmur can make a *suggestion* to each creature on each round that it is stunned, against which the creature attempts a save as per the DC above. Each failure, not including the original save check, increases the DC by +1. Thus, a creature that failed seven saves against the first eight suggestions would make a save against the ninth suggestion at a DC of 45. Any creature which fails to save against all nine suggestions becomes Lawful Evil and swears its soul in service to Murmur, leaving behind all other fealties and associations to study at the Academy. This is a mind-influencing effect. The DC is Charisma-based.

Spell-Like Abilities: At will—*aid, animate objects, blasphemy, charm monster, continual flame, death knell, deeper darkness, desecrate, detect good, detect magic, dimensional anchor, fireball, flame strike, greater dispel magic, greater invisibility, greater teleport* (self plus 1,000 pounds), *imprisonment, mass hold monster, mirror image, persistent image, polymorph, power word stun, remove curse, remove disease, remove fear, resist energy, suggestion, summon monster VII, speak with dead, unhallow, unholy aura, unholy blight, wall of fire, waves of fatigue*; 3/day—*blade barrier, destruction, earthquake, harm, mass charm monster, permanency, waves of exhaustion*; 1/day—*meteor swarm, protection from spells, power word blind, power word kill, power word stun, prismatic spray, symbol of pain, wish*. Caster level 47th, save DC 22 + spell level (conjunction spells 23 + spell level). The save DCs are Charisma-based.

Spells: Murmur can cast arcane spells 33rd level Sorcerer. All spell save DCs are equal to 22 + spell level (conjunction spells 23 + spell level). The save DCs are Charisma-based. *Spells/day:* 6/9/9/9/8/8/8/7/2. *Sorcerer Spells Known:* 0—*acid splash, arcane mark, dancing lights, detect magic, ghost sound, prestidigitation, read magic, resistance, touch of fatigue*; 1st—*grease, mage armor, magic missile, shocking grasp, expeditious retreat*; 2nd—*acid arrow, eagle's splendor, detect thoughts, touch of idiocy, web*; 3rd—*heroism, hold person, lightning bolt, vampiric touch*; 4th—*dimensional anchor, dimension door, enervation, black tentacles*; 5th—*cloudkill, dominate person, hold monster, telekinesis*; 6th—*analyze dweomer, disintegrate, mass suggestion*; 7th—*mass hold person, plane shift, prismatic spray*; 8th—*greater planar binding, incendiary cloud, protection from spells*; 9th—*gate, summon monster IX, wish*.

Epic Spells: 5/day. Epic spells known: *contingent true resurrection, curse of apostasy, greater epic mage armor, greater ruin, lure of loquacity, momento mori, spell worm, superb dispelling*. Murmur loves to use *lure of loquacity* on foes.

Stoic (Ex): Murmur's tremendous pride and confi-

dence have granted him immunity to critical hits, disintegration, ability damage, ability drain and energy drain. He is likewise immune to cold.

Possessions: Murmur has access to many magical items due to his station, and can access scrolls of any spell in the *Player's Handbook* should he require such aid. He always carries the *Philosopher's Crook*, a large +6 *Barbed Quarterstaff of Sonic Power* that causes blindness on every successful hit (Fort save DC 25 negates). Because of its shape - that of a shepherd's crook - it also grants the wielder the Improved Disarm feat. Being barbed, it deals bludgeoning and piercing damage.

Summoning Murmur

Murmur desires fanfare and adulation when summoned, amongst other things. A throne worth in excess of 500gp is required for him to conduct an audience, and he rarely appears for less than three casters (33% chance). Finally, he always requires the sacrifice of one intelligent creature - a child for preference. This creature is not actually killed, merely offered to Murmur to be molded and shaped by him.

Table 7-3: Bonuses to Summoning Murmur by Sacrifice

Additionally, the presence of a performer (or a troupe of performers) playing a fanfare grant a bonus equal to one tenth of their perform check. This bonus is applied to Spellcraft checks (in the case of epic spells designed to summon Murmur) or Knowledge checks as part of an incantation.

When the incantation is complete, an incredibly intricate and complicated piece of music begins to sound, its effect grating and belittling on those who hear it. A sand-

Sacrifice	Bonus Granted
Is a child	+5
Is highly intelligent (Int 15 or greater)	+5
Each additional caster beyond three (maximum 9)	+1
Two casters	-4
One caster	-8
Absence of a suitable throne	-8

laden wind rushes into the area, instigating a full-blown sandstorm for several seconds, before centering over the throne (or some other appropriate place in the absence of a throne) and coalescing into Murmur. With an arrogant gesture from the Duke of Philosophy, the music ceases.

Murmur will use every opportunity to show his superiority to his summoners. Should the summoners injure his pride somehow, Murmur will attempt to break through any protections that they have employed so as to affect them with his abilities.

Upon the cessation of dealings, Murmur disintegrates into sand, which is then caught up in a sandstorm once again. Those who have summoned him without appropriate protective magicks find that the sandstorm fatigues them with its fury, preventing them from breathing. A

successful Fortitude save DC 18 avoids both the fatigue and the suffocation, but must be made for each round that the character is within the sandstorm (which lasts for six rounds). Suffocation continues after the sandstorm ends; only a *remove curse* or *heal* spell can end the effect.

CARREAU

The Dissenter, Duke of Apostasy

Duke of Hell

Large Outsider (Evil, Extraplanar, Fallen, Lawful)

Symbol: A leaden trumpet, cloven in two, superimposed over a black, inverted triangle.

Athar 12

Hit Dice: 48d8 + 384 (768hp)

Initiative: +9

Speed: 50 ft., fly 100 ft. (good)

Armor Class: 34 (-1 size, +5 Dex, +17 natural, +3 profane), touch 17, flat-footed 29

Base Attack/Grapple: +42/+57

Attack: *Fallocantum* +58 melee (3d6+22 plus 3d6 (unholy) plus 1 negative level (unholy)/ 19-20 x2 plus 6d6 (unholy) plus 2 negative levels (unholy))

Full Attack: *Fallocantum* +58/+53/+48/+43 melee (3d6+22 plus 3d6 (unholy) plus 1 negative level (unholy)/ 19-20 x2 plus 6d6 (unholy) plus 2 negative levels (unholy)) and 2 wing slams +52 melee (2d6+5)

Space/Reach: 10 ft./ 10 ft.

Special Attacks: Apostate Power, Banishment, *call baatezu*, Dishearten, divine prevention, divine retribution, spell-like abilities, spells, trumpet, Voice of Apostasy

Special Qualities: Angel of Light, damage reduction 20/good and silver, darkvision 60 ft., divine and holy damage immunity, divine cancellation, divine interference, divine resistance, Duke of Hell qualities, immunity to electricity, fire and poison, low-light vision, *magic circle against good*, *nondetection*, regeneration 8, resistance to acid 20 and cold 20, see in darkness, spell immunity, spell resistance 46 (58 vs. divine spells), telepathy 500 ft., *tongues*, Unbeliever's Troth

Saves: Fort +34 (+36 vs. divine spells, +38 vs petrification), Ref +30 (+32 vs. divine spells), Will +38 (+40 vs divine spells)

Abilities: Str 33, Dex 20, Con 27, Int 23, Wis 35, Cha 30

Skills: Bluff +75, Concentration +59, Diplomacy +85 (+91 with evil beings), Disguise +57 (+63 when acting), Forgery +53, Gather Information +14, Intimidate +71 (+77 against evil beings), Knowledge (arcana) +45, Knowledge (religion) +70, Knowledge (the planes), Listen +51, Perform (oratory) +53, Perform (wind instruments) +53, Sense Motive +51, Spellcraft +61, Spot +51, Survival +12 (+16 on other planes)

Feats: Combat Reflexes, Corrupt Spell-like Ability^B, Deceitful, Dodge, Heighten Spell, Improved Initiative, Mobility, Power Attack, Skill Focus (Knowledge: Religion), Spring Attack

Epic Feats: Epic Evil Brand^B, Epic Reputation, Epic Skill Focus (Bluff), Epic Skill Focus (Diplomacy), Epic Skill Focus (Knowledge: Religion), Epic Spellcasting, Spell Stowaway (Heal)

Organization: Solitary or with confederates (1-4 fallen planetars)

Challenge Rating: 34**Treasure:** Triple standard base creature including *Fallocantum***Alignment:** Lawful Evil

Carreau was once a mighty messenger of the heavenly host; one the Heavens would not willingly have lost. He traveled frequently from the shores of the Silver Sea to the Material Plane, bearing messages of hope and salvation to those who held Celestia and righteousness in high esteem.

It was Carreau's fate to fall in love with a mortal woman, the queen of a mighty nation with whom Celestia kept in frequent contact. If the stories still told in Lunia are correct, the woman fell in love with him as well, but the two of them never spoke of their love, nor did they act upon it. Carreau, ever faithful, accepted the fact that love between a mortal and an immortal would not be condoned by his superiors. This notwithstanding, he managed to find excuses to visit his queen with messages as often as it was possible.

Upon a time, he was urgently summoned to the queen. It was in the evening, and she was more beautiful than the stars, her perfume sweeter than the night-flowers. There were tears in her eyes as she explained the dilemma she faced, how it was that her lands were beset by demon-worshipping invaders, and that she needed angelic help to overcome this threat. Carreau took her message to his Lord, who reminded the messenger of the terms of the Celestial Compact. With bitter defeat like gall in his mouth, Carreau returned to his love to tell her the ill news.

The queen was distanced from that time from Carreau, organizing a politically-based marriage in order to save her nation. She no longer sent her prayers to Celestia, and Carreau did not blame her. He watched her from time to time, and within him bitterness grew. His duties took him with similar messages of the seeming impotence of Heaven across many lands, and the seeds of doubt swelled into fruition. At last, in front of a high priest of Celzar, Carreau threw his trumpet to the ground, splitting it almost asunder, before declaring, "The Heavens are brass. They care for nothing but themselves."

Carreau wandered for a time, unsure of himself, with no message to bear. It was in this state that he met Murmur, the Duke of Philosophy. Murmur's words worked against the gods without denying their power, and Carreau identified with this philosophy. He willingly followed the Duke, who had also been an angel at one point, into Hell, and studied at the Philosopher's feet. Eventually, though, Carreau progressed beyond Murmur's teachings: haunted by Heaven's choice to keep itself aloof from conflict, particularly at the cost of his own love, the former messenger rejected the thought that the Gods had power at all.

Leaving the cold *Academia Caniae*, Carreau traveled abroad with a new message, now openly working against divine power, particularly that of Heaven. He used his extensive knowledge of scripture and philosophy to confuse and bewilder, if not convince, those that he spoke with. Many came to see him, with his angelic form as beautiful and appealing as ever, as a savior figure, believing that he had saved them from servitude to the Powers. He taught them to doubt the words of the Gods, to refuse to believe their eyes when miracles occurred, to stop up their ears to the demands of the clergy, and to

dictate the course of their own lives. He furthermore encouraged individuals to serve their own selfish desires, teaching that love was a weakness through which the gods manipulate the Cosmos.

His steps always returned to Hell, though, and eventually he found his way to Nessus, into the presence of Asmodeus himself. The Lord of the Nine forced the former trumpet malak to bend the knee, and promoted him to Dukehood. The court at Nessus speculates that this was more to keep Carreau in line, and to provide a method of control, than out of any real desire to increase the Apostate's power.

Carreau appears as a 12 foot tall humanoid with emerald green skin and silver-gold eyes. His wings are white like the driven snow, as are his robes, and his countenance shines with a faux holy radiance. His appearance as an 'angel of light' has led many a servant of good to stop and speak with him when otherwise they would not. Carreau carries his trumpet, *Fallocantum*, on his person at all times. It is fractured, and appears to be made out of lead, but he will not be parted from it.

Among the denizens of Hell, Carreau counts Murmur and Caim among his allies. He has a healthy respect for Dispat, but loathes many of the angels who fell because of lust, particularly Semyaza. Carreau works most diligently to disrupt the work of the Virtues of Heaven, and any Lawful Good deity.

Combat

Carreau prefers to masquerade as an agent of good (using his high Bluff skill to fool alignment detecting spells), sowing seeds of doubt and apostasy amongst his foes, than to get involved in physical combat. Indeed, he is likely to *teleport* out of harm's way should his usual guise fail him. On the rare occasions where he feels the need, or when he is unable to flee his foes, Carreau still tends to fight with a certain amount of subtlety, employing *greater dispel magic* or *epic dispelling* to negate foes' protective magic (particularly effects that protect against mind influencing effects). He follows such efforts with his Dishearten ability, or a blast from his trumpet.

Disheartened spellcasting foes may be a target for *spell worm*, whilst divine spellcasters in particular may be ignored, due to Carreau's contempt for their class abilities (many of which he is immune to), but he tends to move close enough to them to allow his Divine Interference ability to disrupt their spells.

Carreau always casts *epic mage armor* on himself at the beginning of each day, increasing his AC by 20. Once in melee, Carreau is a shrewd opponent, quickly assessing whether he needs to fight defensively and flee, or deal extra damage by means of Power Attack.

Angel of Light (Ex): Carreau retains his appearance as a heavenly messenger, suffering no cosmetic changes due to his fall. He gains a +3 bonus on Bluff, Diplomacy and Intimidate checks made against good creatures (not factored into his stats above). As a consequence, he does not gain the usual *cursed* power of a fallen angel, and retains the *tongues* ability of the malakim choir.

Apostate Power (Su): There are many across the Realities Beyond who have now heard Carreau's message. Some of these go so far as to desire that Carreau share his god-thwarting power with them, and go to great lengths to meet with the Apostate. To such individuals, Carreau willingly bestows favors. He is able to grant a

+3 bonus to all mind affecting abilities possessed by the client (this stacks with Spell Focus: Enchantment and similar effects); he is able to grant spell resistance against divine magic equal to the character's level plus 10; or he is able to grant the client immunity to holy and divine damage. Thereafter, the client must make a Will save DC 38 each day or be *disheartened* permanently. Each successful save increases the DC by 3. There are no other adverse effects while the creature is alive, but on death the suitor's soul is taken and rent by Carreau, so that no *resurrection* is ever possible, not even by means of *wish* or *miracle*. Apostate Power can be erased from an individual's life only by the casting of a *miracle*, followed by an *atonement* spell. The client is considered to have spell resistance equal to his character level plus 20 against this effect, which cannot be suppressed. The save DC is Charisma based.

Banishment (Sp): Once per day, Carreau can send away an extraplanar creature as per the *banishment* spell as cast by a 44th level Cleric.

Call Devils (Sp): As a standard action, the Duke of Apostasy, as a vassal to a Lord of the Nine, commands the respect of lesser devils. As such, Carreau can *call devils* or *summon devils*. The Duke may *call* up to one time a day 12 lemures, 8 barbazus or erinyes, 6 hamatulas or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called*, they have the ability to *summon* other devils as their *Monster Manual* descriptions allow. Thrice a day, the Duke may *summon* the same spread of fiends listed above. The Duke may either *call* or *summon* in one day, not both; if the Duke uses his *calling* ability, he cannot use his *summon* ability until the next day. Carreau generally *summons* erinyes to aid him in his duties, since they are the most comely of the devils. If faced with battle, however, he will always *call* pit fiends to his side, and instruct them to summon additional reinforcements.

Dishearten (Su): Perhaps because his own love was destroyed because of heaven - or so he believes - Carreau cannot abide the thought of closeness between any two creatures. He finds it repulsive, and actively teaches that love is a weakness. He furthermore uses his influence to make cold the hearts of those he comes into contact with. 3/day, Carreau can *dishearten* his foes. As a full round action, Carreau speaks out against love and compassion, calling on hearers to 'be true to themselves'. Hearers must succeed on a Will save or Sense Motive check (DC equals Carreau's diplomacy check) or grow cold towards their friends and loved ones, and indifferent to enemies. An affected creature will not help any individual in need, will not work with another creature, and takes a -9 penalty on all Charisma based checks. In combat, such a creature will never use the aid another option, will allow allies to die rather than come to their aid (and actively try to prevent their *resurrection*), and, if a spellcaster, will tend to use spells and effects that will harm both friend and foe with no compunction or guilt. However, affected creatures are unlikely to enter combat without provocation from their foe, unless they succeed on another Will save (DC as above). *Dishearten* also ends rages, negates morale bonuses, and unravels the effects of bardic music; and spells or abilities that grant these effects cannot be used by a *disheartened* character unless she succeeds on a Will save (DC as above). This is a mind-affecting, language dependent ability.

Divine and Holy Damage Immunity (Ex): Carreau is immune to damage from divine power, such as that

from half the damage of a *flamestrike* spell. He is also immune to holy damage, such as that dealt by a weapon with the holy special ability. Holy weapons still bypass his damage reduction - only the holy damage itself is ignored.

Divine Cancellation (Sp): Carreau can counterspell a divine spell by casting any spell of an equal level; it need not be the same spell. He must choose a target, ready an action, and make a Spellcraft check to determine the spell as normal.

Divine Disavowal (Su): Carreau has spell resistance 58 versus divine spells.

Divine Interference (Su): Carreau generates a field that interferes with all divine spellcasting (except his own). Any divine spellcaster within 10 feet of the Duke of Apostasy must make a caster level check (DC 51) in order to successfully cast the spell. Failure indicates that the spell does not take effect but is lost as though cast. This ability can be suppressed or resumed as a free action.

Divine Prevention (Su): Once per day as a standard action, Carreau can bestow a +48 resistance bonus to saving throws upon a recipient. The bonus applies against the next divine spell to which the recipient is subjected, even beneficial spells such as *bless* and *cure light wounds*. If the recipient is unwilling, Carreau must make a successful touch attack and the target must succeed at a Will saving throw DC 51 or be subject to the bonus.

Divine Resistance (Ex): Carreau has a +2 resistance bonus to saves against divine spells. This has already been factored into the stat block.

Divine Retribution (Sp): When using Divine Cancellation, Carreau can reflect a divine spell back at the caster instead of causing it to fail. He can use this ability only on spells that target him personally, not area-affecting spells or those targeting a different creature.

Infernal Presence (Su): Carreau's Infernal Presence has a Will save DC of 38. His caster level is 50th.

Nondetection (Su): Carreau is constantly under the effects of a *nondetection* spell, as cast by a 50th level caster (DC 27). This ability can be suppressed or resumed as a free action.

Spell Immunity (Su): Carreau is immune to the following spells: *bestow curse*, *blasphemy*, *doom*, *holy word*, and *geas/quest*.

Spell-like Abilities: at will: *animate dead*, *blasphemy*, *charm monster*, *continual flame*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *mass hold monster*, *message*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*. 3/day: *destruction*. 1/day: *meteor swarm*, *symbol of pain*. 1/week: *wish*. Caster level 50th, save DC 20 + spell level.

Spells (athar): 6 / 8+1 / 8+1 / 8+1 / 8+1 / 7+1 / 6+1/6+1/6+1/5+1; save DC 22 + spell level, caster level 37th. Carreau has access to the Evil and Law domains. Typical spells prepared: 0- *no light*, *resistance* x3, *read magic*, *slash tongue*; 1- *angry ache* x2, *bless*, *command*, *divine favor*, *heartache*, *protection from good**, *seething eyebane*, *shield of faith*; 2- *aid*, *desecrate**, *eagle's splendor*, *hold person*, *owl's wisdom* x2, *silence*, *spiritual weapon*, *wave of grief*; 3- *bestow curse* x2, *dispel magic* x2, *love's pain* x2, *magic circle against good**, *protection from energy*, *wrack*; 4- *cure critical wounds*,

damning darkness x2, death ward, divine power, restoration, spell immunity, stop heart, unholy blight*; 5- dispel good*, dispel good, flamestrike, greater command, insect plague, morality undone, power leech, true seeing; 6- blade barrier, create undead*, fiendish quickening, greater dispel magic, harm, heal, thousand needles; 7- bestow greater curse x2, blasphemy*, blasphemy, dictum, greater restoration, wretched blight; 8- antimagic field, dimensional lock, evil weather, fire storm x2, pestilence, shield of law*; 9- apocalypse from the sky, despoil, energy drain, gate, soul bind, summon monster IX (evil creatures only)*. *Domain spells.

Epic Spells: 5/day. Epic spells known: *epic mage armor*, *greater ruin*, *nailed to the sky*, *spell worm*, *superb dispelling*. Caster level 37th, save DC 30. Carreau is usually under the effects of *epic mage armor* (armor bonus not factored into stat block; 33% chance that he has used a spell slot for the day to cast it, otherwise the spell was cast on a previous day and the duration has not yet expired).

Trumpet (Su): *Fallocantum* ("false sound") is Carreau's fractured trumpet, a remnant of his days as a heavenly messenger. At his command, it transforms into a large +6 *unholy power greatsword* as a free action. At will as a standard action, Carreau can blow on the trumpet to produce a note so discordant that all within 90 ft. must succeed on a Fortitude save DC 38 or suffer 6d6 points of sonic damage and be confused for 9 rounds. A successful save halves the damage and negates the confusion effect. Divine spellcasters that fail their save are unable to use divine magic until the end of the confusion effect.

Unbeliever's Troth (Ex): Perhaps he did not entirely believe his own words at first, but Carreau has been preaching his apostate message for so long now that he believes it to be nothing but the truth. Carreau cannot be caught in a lie by magical means of any sort, although a deity, or a creature with a high enough Sense Motive modifier, might see through his deceptions. Furthermore, Carreau's devotion to destroying the power of the Gods lends him great power: for the purposes of the divine prevention, divine interference, and divine disavowal abilities, he is treated as an Athar of his total HD. This has already been factored into the stat block.

Voice of Apostasy (Su): Carreau's voice is melodious and enticing, and his knowledge of scripture is legendary. Using forged, altered copies of texts, and his great depth on knowledge of religion and philosophy, Carreau can enter into a debate with any creature with divine connections (e.g. levels of cleric or paladin, or an outsider with alignment based subtypes) in an attempt to show them 'the error of their ways'. Three times per day, Carreau begins to speak his doctrine as a full round action. His opponent is given a chance to respond (this exchange is simulated by an opposed Knowledge: Religion check). Should Carreau fail the exchange, nothing happens to his foe, but this still counts as a use of the ability. Should Carreau win the exchange, his opponent is stunned and cannot access divine magic for 9 rounds; furthermore, Carreau may opt to continue to speak for further effects. After a successful check in the second round, his opponent must make a Will save DC 38 or revoke her association with her deity. After a successful check in the third round, his opponent must succeed on another Will save DC 38 or else change her alignment to Lawful Evil. This is a language dependent, mind-affecting ability. The save DC is Charisma based.

Summoning Carreau

Carreau demands the sacrifice of a holy relic or symbol in order to summon him. The item must be worth in excess of 500gp, and must have been of worth to the summoner at some former point. Upon completion of the ritual, tomes of holy writ appear at each point of the compass, opening so that the pages face outwards. Illuminated script can then be seen to writhe and change, meanings become garbled, and myriads of pages are torn from the books, forever altering the content. The torn pages coalesce in the center of the spectacle, by degrees looking like the feathers of a set of angelic wings. The wings unfurl, and Carreau appears in the midst, shining like a beacon.

When the summoning ends, Carreau flares his wings wide, and a blinding light flashes through the area. When the light dies, he is gone. Mundane writings of any sort will, upon inspection, have been altered in meaning and content, generally so that they demean the heavens, or justify the dealings of the Pit. Magical writings (including spellbooks and scrolls) are unaffected so long as appropriate protections have been put in place (such as the epic spell *summoning sanctuary*); if not, each text receives a Will save DC 18 to avoid becoming garbled and useless (use the Will save bonus of the possessor of the writing).

MARTINET, Constable of Nessus

Duke of Hell

Medium Outsider (Devil, Evil, Extraplanar, Lawful)

Symbol: A small red pentagram within a large black, inverted triangle surrounded by a red circle

Cleric 29/Hierophant 5

Hit Dice: 54d8 + 528 (960 hp)

Initiative: +14

Speed: 50 ft., fly 70 ft. (average)

Armor Class: 58 (+6 armor, +6 deflection, +10 Dexterity, +21 natural, +3 profane), touch 25, flat-footed 44

Base Attack/Grapple: +37/+42

Attack: *The Black Baton* +49 melee (1d8+11 + 2d6 (lawful) + 2d6 (unholy)); or claw +42 (1d10 + 5)

Full Attack: *The Black Baton* +49/+44/+39/+34 melee (1d8+11 + 2d6 (lawful) + 2d6 (unholy)); or 2 claws +42 (1d10 + 5), 2 wings +37 melee (1d8 + 2), and tail slap +37 melee (1d10 + 2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blast infidel, *call devils*, Constable of Hell, Infernal Presence, rebuke undead or outsiders 13/day (+10 to checks), spell-like abilities, spells

Special Qualities: Damage reduction 20/good and silver, darkvision 60 ft., divine reach, Duke of Hell qualities, immunity to fire and poison, Infernal Ambassador, Infernal Diplomat, mastery of energy, regeneration 7, resistance to acid 20 and cold 20, see in darkness, spell resistance 52, telepathy 500 ft.

Saves: Fort +42, Ref +45, Will +50

Abilities: Str 21, Dex 30, Con 24, Int 28, Wis 36, Cha 31

Skills: Balance +12, Bluff +48, Climb +26, Concentration +59, Diplomacy +67 (+73 with evil beings), Disguise +33 (+37 in character), Gather Information +50, Heal +18, Hide +31, Intimidate +37 (+43 against evil beings), Jump +28, Knowledge (arcana) +51, Knowledge (history) +19, Knowledge (local) +35, Knowl-

edge (the planes) +61, Knowledge (religion) +66, Listen +36, Move Silently +31, Search +32, Sense Motive +38, Spellcraft +70, Spot +34, Survival +13 (+17 on other planes, +15 following tracks), Tumble +31

Feats: Cleave, Corrupt Spell, Corrupt Spell-like Ability^B, Dark Speech, Eschew Materials, Extend Spell, Improved Initiative, Investigator, Iron Will, Negotiator, Power Attack, Quicken Spell, Quicken Spell-like Ability (*destruction*), Spell Focus (enchantment), Spell Penetration, Weapon Focus (morningstar),

Epic Feats: Automatic Quicken Spell (x3), Bonus Domain (Knowledge), Epic Evil Brand^B, Epic Spellcasting, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Multispell, Planar Turning

Environment: Nessus, Ninth of the Nine Hells of Perdition

Organization: Solitary, or squad (1 - 4 Nessian pit fiends)

Challenge Rating: 40

Treasure: Triple standard plus the *Black Baton* and the *Constable's Keys*

Alignment: Lawful Evil

There is no doubt that the most powerful and influential Duke of Hell is Martinet, the Constable of Nessus and the Voice of Asmodeus. There is also little doubt that he is the single most despised Courtier of Perdition and that many, particularly the Lords of the Nine, eagerly anticipate the day that his favor before the eyes of The Overlord dims. Fortunately for Martinet, he is well aware of the fine line he walks and he revels in it, knowing full well that Asmodeus is not prone to flippancy or sudden change and that, so long as he stays absolutely loyal to The Overlord - or at least, as loyal an appearance as necessary - he will be able to continue behaving as if he were an equal to the Lords of Hell.

Martinet is one of the oldest Dukes and many suspect that he may even be one of the first pit fiends. His name has been found in texts and grimoires that date back to the Days of Antiquity when Lucifer the Satan ruled Hell and there were few fallen angels in Perdition. Indeed, Martinet was even then on the Court of Light, a mid-level pit fiend who had risen in station due to his gilded tongue and his unswerving loyalty to Lucifer. But, Martinet was, as he is now, loyal only to Martinet and Hell. When it became apparent that Lucifer's almost personal war with the Realms Above and the rest of the Cosmos could bring ruin to Hell, Martinet was among the first to join with the conspiracy led by a relatively unknown arch-devil called Asmodeus. Martinet became Asmodeus' right hand throughout the conspiracy and the subsequent coup. It is said that when Lucifer spied Martinet among the conspirators just before his fateful and final confrontation with Asmodeus that he was struck speechless at the presence of his most loyal servant among traitors. For his dedication to Hell and Asmodeus, the new Overlord promptly promoted Martinet to Duke of Hell status and named him the Constable of Nessus.

As the Constable of Nessus, Martinet was initially responsible for the armies of the Darkest Land of Hell, and he stood high in the Infernal Court. Unlike most of the higher armies, which were martial in nature, the army Martinet led was far more religious and philosophical as it was charged with waging an intellectual war against

those who would challenge the new hegemony Asmodeus hoped to build. They infiltrated not only the other armies of Hell, but also the worlds of mortals and outsiders alike. In the centuries prior to the *Dies Irae*, Nessus and servants of Asmodeus tended to dominate the vast bulk of devil worship among mortals and the armies of Nessus served as the main diabolical fodder for summons, gates, and calls. Indeed, when powerful mortal wizards and clerics called directly on Asmodeus, it was Martinet with whom they treated most often. Martinet's success with the Nessian armies was such that he became privy to all but the most delicate bits of information not just within Hell, but throughout Creation, and he channeled all he knew to his master. It was Martinet who first heard wind of *The Great Fall*; he was also the diplomat who escorted Eblis, Beelzebul and other fallen angels to Malsheem. It was Martinet who met with Kiaransalee and gave her the key to Orcus' defeat courtesy of Asmodeus. It was Martinet who, alongside Geryon, tricked the Lords of the Nine into meeting in locked battle before the gates of Malsheem during the *Dies Irae* that resulted in their complete defeat. Aside from the Court of Dis, no other devil can claim as many contacts as Martinet, and his network of associates (not spies, as is the case with Beelzebub) has made him numerous allies and countless enemies beyond Hell.

As the Voice of Asmodeus, Martinet speaks for Asmodeus in all things. Martinet is the one who typically interacts with the Lords of the Nine, the Heirs of Hell, and the Grand Dukes on matters of Infernal business; all know that his words are those of Asmodeus. However, on occasion, Martinet has been known to insert his own ideas into the instruction Asmodeus has given. He never makes drastic adjustments or demands, but has reaped quite a bit of additional wealth over the years because of his manipulation of Asmodeus' decrees. What Martinet does not know is that Asmodeus takes into account his Constable's behavior when he sends him to treat with others; to date, Asmodeus has not found Martinet's petty scrambling for more power a problem, but if he does, The Overlord will rein his servant in quickly.

Martinet behaves with a smugness that brings rage even to the stoic face of Dispat, and burning anger to the cold soul of Mephistopheles. Martinet, although knowing he is not an equal to the Lords of the Nine, knows that no one can touch him or harm him save Asmodeus' will. Indeed, each Lord has dozens of contingencies in place to destroy Martinet immediately should Martinet ever fall from favor with The Overlord. Aside from the Lords, Martinet regularly involves himself with the affairs of gods in Hell, with powerful mortal servants in the Realities Beyond, and with any other being with which Asmodeus has an interest. While the gods of Hell hate Martinet with a passion rivaling that of the Lords of the Nine, others view Martinet with a great deal of fear and respect, knowing that his is the single most important voice in Hell. Indeed, mortals always offer elaborate ceremonies and sacrifices in the Constable's honor when they learn of an intended visit. Martinet loves the attention and makes no attempt to hide his pride, which has grown tremendously over the millennia. Martinet is the second highest member of the Order of the Lie, although he does not technically answer to Adremalech. Indeed, Martinet avoids the former Lord of the Fourth, whom he does not trust and views as a threat to Hell.

Martinet is the perfect voice piece of a decadent, tyrannical government. He is the public face that speaks

that which he is instructed without any regard for how vile, unethical, or evil his words and intent are. Martinet does not question the woes that Asmodeus has brought to Creation and, indeed, believes that by continuing to stand behind Asmodeus he will reap fantastic rewards for his service. However, Martinet is loyal not so much to Asmodeus as he is loyal to Hell. Martinet believes in the dictate of his government and its ideals, which he believes are realities that need to be spread across the entire Cosmos. His betrayal of Lucifer was in defense of the indefensible: the proliferation of Hell. Should Asmodeus ever reveal that he is a liability to the existence Martinet supports, the Constable would betray him at the soonest opportunity.

Martinet is the classic devil. Standing at 6 feet, Martinet's torso and arms are those of an athletic, slender man while his legs are like those of a hairless goat, complete with a long, barbed tail. His entire body is a hell-fire red, including the massive, bat-like wings that are usually furled at his back. His face is narrow and chiseled, with a look of amused arrogance typically accompanied by a smug smile. Martinet's eyes are large and emit a golden glow, while long black horns rise from his forehead. He always wears rich black and red livery covered in pentagrams, inverted triangles, and Asmodeus' symbol. He is never without his Black Baton, and often has an imp named Damien, who has a tendency to ask rhetorical questions when Martinet meets with others.

Combat

Although more than capable of holding his own in a physical conflict, Martinet is no fighter. He absolutely despises getting personally involved in violence, which is why he is almost always accompanied by a squad of Nessian pit fiends. When threats arrive, Martinet is quick to order his squad to action before *plane shifting* or *teleporting* away.

However, if fighting proves to be the only option, Martinet will always begin by activating his Infernal Presence and *calling* another pit fiend. He will then cast *epic mage armor* and follow up with any number of powerful spells, spell-like attacks, or epic spells depending on the situation.

Call Devils (Sp): Once per day, Martinet can automatically *call* 12 lemures, 8 barbazus or erinyes, 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends. Since these devils are *called* rather than *summoned*, they have the ability to *summon* their own reinforcements if so ordered. Conversely, 3/day, Martinet may *summon* 12 lemures, 8 barbazus or erinyes, 6 hamatula or osyluths, 4 cornugons or gelugons, or 2 pit fiends (Martinet may either *call* or *summon* in a day; he may not do both). Martinet has no qualms about immediately calling a couple pit fiends and instructing them to bring in more reinforcements if it appears that combat is imminent. In any case, Martinet is almost always accompanied by a squad of Nessian pit fiends whenever he travels beyond Nessus.

Cleric Spells per day: 6 / 9+1 / 8+1 / 8+1 / 8+1 / 8+1/6+1/6+1/6+1/6+1/3/3; base DC 23 + spell level, 24 + spell level for Enchantment. Caster level 49th; caster level 50th for Divination, Evil, and Lawful spells. Martinet chooses domain spells from the Evil, Knowledge and Law domains. As a Duke of Hell, Martinet has access to every cleric spell in the *Player's Handbook*. Martinet typically prepares spells that will enhance his effective-

ness as a diplomat and those that will protect him from harm or threat; he typically has a few powerful, offensive spells as well. Typical spells prepared: 0 – *guidance* x2, *inflict minor wounds*, *resistance* x2, *virtue*; 1st – *detect secret doors**, *bane* x2, *bless*, *curse water*, *divine favor*, *doom* x2, *shield of faith* x2, 2nd – *calm emotions**, *bear's endurance*, *bull's strength*, *death knell*, *eagle's splendor*, *enthrall*, *hold person*, *owl's wisdom*, *spiritual weapon*; 3rd – *clairaudience/clairvoyance**, *bestow curse* x2, *contagion* x2, *magic circle against chaos*, *prayer* x2, *stone shape*; 4th – *order's wrath**, *damning darkness*^{VD}, *death ward*, *dimensional anchor*, *discern lies*, *poison*, *restoration*, *stop heart*^{VD}, *tongues*; 5th – *true seeing**, *greater command* x2, *morality undone*^{VD} x2, *resonating resistance*^{VD}, *slay living*, *true seeing*, *wall of stone*; 6th – *find the path**, *blade barrier*, *fiendish quickening*^{VD}, *forbiddance*, *geas/quest*, *harm*, *heal*; 7th – *legend lore**, *bestow greater curse*^{VD}, *control weather*, *dictum* x2, *fiendish clarity*^{VD}, *imprison soul*^{VD}; 8th – *discern location**, *anti-magic field*, *dimensional lock*, *earthquake*, *fire storm*, *quickened damning darkness*^{VD}, *quickened death ward*; 9th – *foresight**, *apocalypse from the sky*^{VD}, *energy drain*, *gate*, *implosion*, *miracle* x2; 10th – *quickened blade barrier*, *quickened harm*, *quickened heal*; 11th – *quickened blasphemy*, *quickened wretched blight*^{VD}, *quickened death by thorns*^{VD}.

^{VD} Spell found in the *Book of Vile Darkness*.

* Domain spell.

Epic Spells: 5 per day. Spells known: *contingent true resurrection*, *epic mage armor*, *greater ruin*, *soul domination*, *tyranny*. Martinet typically has *epic mage armor* prepared, and will often cast *greater ruin* when in the midst of heated battles.

Constable of Hell (Ex): As the Constable of Hell, Martinet is charged with maintaining his Lord's order throughout Hell. Thus, Martinet is often sent out to retrieve or constrain those who have offended Asmodeus and he must do so quickly before the condemned can escape. A reflection of his power as Constable of Hell is that Martinet uses the entirety of his HD to determine the DCs of all special attack saves.

Martinet exudes a powerful enchantment that prevents any devil or servant of Hell (devil-worshippers, mercenaries, and the like) from using extraordinary means to escape, like *dimension door* or *greater teleport*. All within 90 feet of Martinet must make a Will save DC 47 to use such means. Martinet may determine which beings within the radius are affected, and may use this ability as a standard action.

Furthermore, Martinet may cast *trap the soul* on any devil or servant of Hell 3/day as a 46th level caster. This functions as the spell except the target suffers a -15 penalty to his SR (if applicable) and does not gain a Will save. The target's soul is typically trapped in The Black Baton. Only arch-devils with official status within Hell and the Lords of the Nine are immune to this ability; however, Martinet will not use this power lightly on Dukes of Hell or high-ranking pit fiends and agents of Hell without good cause.

Martinet may also *scry* on any devil or servant of Hell as if he were a 46th level caster.

Martinet's enviable rank as the Constable of Hell makes him resistant to all but the most powerful attacks from devils. Any devil or servant of Hell that attacks Martinet suffers a -9 penalty to attacks, a -9 penalty to all DCs, and -9 penalty to Initiative. Although the Lords of the Nine are immune to this effect, all other devils

(including Dukes and arch-devils) are not.

Infernal Ambassador (Ex): Martinet is the Voice of Asmodeus and, in order to facilitate this role, The Overlord has granted Martinet powers typically reserved for an arch-devil.

Martinet may cast *astral projection*, *etherealness*, or *plane shift* as a 46th level caster at will. With these spells, Martinet can enter any plane, domain, or realm without risk of suffering any form of damage based upon the location's nature. Thus, if Martinet *plane shifted* to the Elemental Plane of Ice, he would suffer no cold damage; likewise, if he entered Lunia, the First Heaven and bathed in the Silver Sea, he would not suffer any holy damage from the water.

Martinet may enter any cosmic or divine realm, or hallowed site without threat of harm, although he cannot mask his presence. Furthermore, Martinet may also call or summon allies to these locations. Once Martinet enters, he acquires either a flat +3 bonus to his armor class and saves, or a bonus equivalent to the divine rank or virtual divine rank of the being that controls the area. Thus, if Martinet enters a temple hallowed to Nemaria, he would receive a +17 bonus to his armor class and saving throws. These bonuses are continuous so long as Martinet does nothing to physically or psychically harm another within the area. If this occurs - even in response to an attack from another source - Martinet retains the bonuses for three rounds after which the bonuses disappear.

Finally, Martinet can *commune* with Asmodeus 9/day. Unlike the typical *commune*, Martinet cast this version as a standard action and suffers no chance for misinformation or adverse affect unless Asmodeus wills it. It is believed that Martinet is also a focal point for Asmodeus' Hell's Mouth, although these rumors are as of yet unconfirmed.

Infernal Diplomat (Su): The Voice of Asmodeus is exceedingly versed in acts of diplomacy, particularly among Fiends and those that serve them. Martinet gains a +9 circumstance bonus to his Bluff and Diplomacy skills when treating with fiends, fiend worshippers, or those working for fiends.

Furthermore, Martinet can offer *suggestions* to these beings during the course of regular conversation. 3/day, as a full round action, Martinet can affect all he selects within 30 feet with a *suggestion* as cast by a 46th level caster if they fail a Will save DC 47.

Infernal Presence (Su): Martinet's Infernal Presence has a Will save DC of 47. His caster level is 46th.

Spell-Like Abilities: At will - *animate dead*, *blasphemy*, *charm monster*, *create undead*, *deeper darkness*, *deseccrate*, *detect good*, *detect magic*, *fireball*, *flame strike*, *greater dispel magic*, *greater invisibility*, *greater teleport* (self plus 1,000 pounds), *magic circle against good*, *mass hold monster*, *mirage arcana*, *persistent image*, *polymorph*, *power word stun*, *produce flame*, *pyrotechnics*, *suggestion*, *unhallow*, *unholy aura*, *wall of fire*; 3/day - *destruction*; 1/day - *meteor swarm* (any), *symbol of pain*; 1/week - *wish*. Caster level 46th, DC 20 + spell level.

The Black Baton: Martinet always carries his office standard, a sleek, onyx baton. Both ends are studded with sharpened diamonds that give off a luster similar to that of a distant star. The *Black Baton* strikes as a +6 *axiomatic*, *unholy morningstar*. In addition, 3/day the *Black Baton* may grant Martinet a +10 circumstance bonus to his rebuking power or to any skill; it may also,

3/day, grant Martinet a +4 increase on the DC of a Diabolical Adaptation, his Infernal Presence, a spell, or a spell-like ability. In either case the bonuses are assumed as a free action.

The Constable's Keys: Martinet has the right to access any location in Hell save for the personal abodes of the Lords of the Nine so long as he always carries the *Keys of Hell*, better known as the *Constable's Keys*. The *Constable's Keys* are a pair of beautiful gold bracers with an elaborate relief of the Gates of Hell and the famous inscription "Abandon All Hope" written in at least nine dead languages. When Martinet wears the *Keys*, not only are all locks unlocked and traps disarmed (and re-armed in Martinet's passing) when Martinet enters the private domains of lesser devils, the bracers also enhance his defense. The *Constable's Keys* provide Martinet with a +6 armor bonus to AC, a +6 deflection bonus to AC, and a +6 resistance bonus to his saving throws. The *Keys* cannot be removed from Martinet without the express will of The Overlord, which - as far as Martinet is concerned - is a reflection of his elevated status in Hell. In reality, the *Keys* are enchanted by Asmodeus to instantly destroy Martinet with no save if he commits any act of treason against Hell.

Possessions: Aside from the *Black Baton* and the *Constable's Keys*, Martinet only rarely carries magic items from Malsheem. As the Constable of Hell and Asmodeus' right-hand devil, Martinet has access to virtually every item in any source so long as Asmodeus allows it.

Summoning Martinet

Martinet demands rare unguents and incenses to the value of 9,999gp to be burnt as a sacrifice to facilitate his summoning. Furthermore, he requires the presence of nine additional persons during the summoning, whose only purpose is to sing an unholy dirge.

Upon successfully completing the summoning ritual, the ground in the area of effect falls away to reveal a yawning pit, the depths of which glow with an unholy fire. Ascending from within this pit, Martinet appears clad in unholy vestments of red and black, and clasping his Black Baton. Disembodied souls rise from the pit at his summoning to form a dais upon which he stands.

After dealing with the summoners, Martinet descends back into the pit in utter silence. The dais is rent into nine pieces, as a shrieking gale begins, pulling all within the area of effect toward the pit. The winds persist for three rounds before the earth heaves and the pit is covered over. Note that creatures that have attempted a summons without the proper protections may be affected by both the winds and the *earthquake* (treat the winds as hurricane strength, and the *earthquake* as if cast by a 27th level sorcerer).